

July 1996

1996 DEFENSIVE CALENDAR



SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

1
Dominion Day
(Canada)

2

3

4

Independence
Day

5

6

7
● LQ

8

9

10

11

12

13

14

15
● NM
ROOKIES
REPORT

16

17

18

19
VETS REPORT
START
TRAINING
CAMP

20

21
FIRST
SCRIMMA-
GE

22
DAY OFF

23
● FQ

24
NFL
SECURITY
MEETING 8:
30 AM

25
PRACTICE VS
REDSKINS

26
REDSKINS IN
CAMP

27
NFL OFFICIALS
TEAM
MEETING 9:
00AM
SCRIMMAGE VS
REDSKINS
LOCKHART
STADIUM

28
DAY OFF

29

30
○ FM

31

June

S	M	T	W	T	F	S
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30						

August

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18	19	20	21	22	23	24
25	26	27	28	29	30	31

7/17/1996



August 1996

1996 DEFENSIVE CALENDAR



SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

				1 PRACTICE VS TAMPA	2 PRACTICE VS. TAMPA	3 1ST PRESEASON GAME VS. TAMPA JRS
4 DAY OFF	5 ● LQ	6	7	8	9 VETS MOVE OUT OF HOTEL	10 LEAVE FOR CHICAGO
11 2ND PRESEASON GAME VS. CHICAGO AWAY	12 DAY OFF	13	14 ● NM	15	16 WEIGH IN PRIOR TO AM MEETINGS	17
18 CHECK IN BONAVENTUE RESORT 3PM TO 4PM	19 3RD PRESEASON GAME VS. MINNESOTA JRS	20 DAY OFF ROSTER CUT TO 60 PLAYERS	21 ● FQ	22	23 4TH PRESEASON GAME VS TAMPA AWAY	24 DAY OFF
25 REGULAR SEASON ROSTER TO 53 PLAYERS	26	27	28 ○ FM	29	30	31

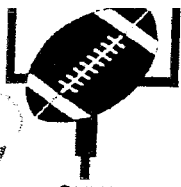
July

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21	22	23	24	25	26	27
28	29	30	31			

September

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15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

7/17/1996



September 1996

1996 DEFENSIVE CALENDAR



SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1 OPENING GAME VS. NEW ENGLAND JRS	2 Labor Day	3	4 ● LQ	5	6	7
8 ARIZONA AWAY	9	10	11	12 ● NM	13	14
15 NEW YORK JETS JRS	16	17	18	19	20 ● FQ	21
22 Autumn begins	23 INDIANAPOL- IS AWAY MONDAY NIGHT	24	25	26 ○ FM	27	28
29 BYE WEEK	30					

August						
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11	12	13	14	15	16	17
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25	26	27	28	29	30	31

October						
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26	27	28	29	30	31	



October 1996

1996 DEFENSIVE CALENDAR



SUNDAY

MONDAY



TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

		1	2	3	4 ● LQ	5
6 SEATTLE JRS	7	8	9	10	11	12 ● NM
13 BUFFALO AWAY	14  Columbus Day (Observed)	15	16	17	18	19 ○ FQ
20 PHILADELPHIA AWAY	21	22	23	24	25	26 ○ FM
27 DALLAS JRS  Daylight Savings	28	29	30	31 Halloween		

September

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22	23	24	25	26	27	28
29	30					

November

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17	18	19	20	21	22	23
24	25	26	27	28	29	30

7/17/1996



November 1996

1996 DEFENSIVE CALENDAR



SUNDAY

MONDAY



TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

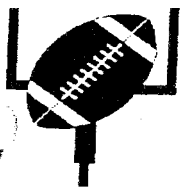
					1	2
3 ● LQ NEW ENGLAND AWAY	4	5	6	7	8	9
10 ● NM INDIANAPOL- IS JRS	11 Veterans Day 	12	13	14	15	16
17 ● FQ HOUSTON AWAY	18	19	20	21	22	23
24 ○ FM	25 PITTSBURGH JRS MONDAY NIGHT	26	27	28  Thanksgiving	29	30

October

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27	28	29	30	31		

December

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22	23	24	25	26	27	28
29	30	31				



December 1996

1996 DEFENSIVE CALENDAR



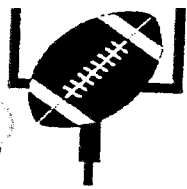
SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1 OAKLAND AWAY	2 ● LQ	3	4	5	6	7
8 NEW YORK GIANTS JRS	9	10 ● NM	11	12	13	14
15	16 BUFFALO JRS MONDAY NIGHT	17 ● FQ	18	19	20	21 <i>Winter begins</i>
22 NEW YORK JETS AWAY	23	24 ○ FM	25 <i>Christmas</i>	26	27	28 FIRST ROUND PLAY OFF
29 FIRST ROUND PLAY OFF (2ND DAY)	30	31 <i>New Year's Eve</i>				

November 1996

S	M	T	W	T	F	S
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17	18	19	20	21	22	23
24	25	26	27	28	29	30

January 1997

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12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	



January 1997

1996 DEFENSIVE CALENDAR



SUNDAY

MONDAY


TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

			1 ● LQ New Year's Day	2	3	4 DIVISIONAL PLAY OFF
5 DIVISIONAL PLAY OFF (2ND DAY)	6	7	8 ● NM	9	10	11
12 AFC CHAMP- IONSHIP GAME	13	14	15 ● FQ	16	17	18
19	20  Martin Luther King, Jr.	21	22	23 ○ FM	24	25
26 SUPER BOWL XXXI AT NEW ORLEANS	27	28	29	30	31 ● LQ	

December 1996

S	M	T	W	T	F	S
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15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

February 1997

S	M	T	W	T	F	S
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9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	



February 1997

1996 DEFENSIVE CALENDAR



SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

						1
2 PRO BOWL GAME HONOLULU	3	4	5	6	7 ● NM	8
9	10	11	12 * Lincoln's Birthday	13	14 ● FQ Valentine's Day	15
16	17 President's Day	18	19	20	21	22 ○ FM Washington's Birthday
23	24	25	26	27	28	

January

S	M	T	W	T	F	S
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12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

March

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23	24	25	26	27	28	29
30	31					

PART 1.

GENERAL INFORMATION

1996 MIAMI DOLPHINS SCHEDULE

<u>DATE</u>	<u>PRE-SEASON GAMES</u>	<u>(TV)</u>	<u>KICKOFF (Miami Time)</u>
Sat, Aug. 3	TAMPA BAY	WFOR-TV	7:00 PM
Sun, Aug. 11	@ Chicago	NBC	1:00 PM
Mon, Aug. 19	MINNESOTA	ABC	8:00 PM
Fri, Aug. 23	@ Tampa Bay	WFOR-TV	7:30 PM
<u>REGULAR SEASON GAMES</u>			
Sun, Sept. 1	NEW ENGLAND	NBC	4:00 PM
Sun, Sept. 8	@ Arizona	TNT	8:00 PM
Sun, Sept. 15	NEW YORK JETS	NBC	1:00 PM
Mon, Sept. 23	@ Indianapolis	ABC	9:00 PM
Sun, Sept. 30	BYE WEEK		
Sun, Oct. 6	SEATTLE	NBC	1:00 PM
Sun, Oct. 13	@ Buffalo	NBC	1:00 PM
Sun, Oct. 20	@ Philadelphia	NBC	1:00 PM
Sun, Oct. 27	DALLAS	FOX	4:00 PM
Sun, Nov. 3	@ New England	NBC	1:00 PM
Sun, Nov. 10	INDIANAPOLIS	NBC	1:00 PM
Sun, Nov. 17	@ Houston	NBC	4:00 PM
Mon, Nov. 25	PITTSBURGH	ABC	9:00 PM
Sun, Dec. 1	@ Oakland	NBC	4:00 PM
Sun, Dec. 8	NEW YORK GIANTS	FOX	1:00 PM
Mon, Dec. 16	BUFFALO	ABC	9:00 PM
Sun, Dec. 22	@ New York Jets	NBC	1:00 PM

First-Round Playoffs	Dec. 28-29, 1996
Divisional Playoffs	Jan. 4-5, 1997
Conference Championships	Jan. 12, 1997
Super Bowl XXXI (New Orleans, LA)	Jan. 26, 1997
Pro Bowl (Honolulu, HI)	Feb. 2, 1997

**MIAMI DOLPHINS FOOTBALL CLUB
1996 TYPICAL TRAINING CAMP DAILY SCHEDULE
TWO-A-DAY PRACTICES**

MORNING:

6:30	-	8:00	Breakfast
6:45	-		Treatments and Taping Begins
8:00	-	8:30	Meetings
9:00	-	10:45	Practice
12:00	-	1:00	Lunch

AFTERNOON:

1:00	-		Treatment and Taping Begins
2:00	-	3:15	Meetings
3:45	-	5:30	Practice
6:00	-	7:30	Dinner
7:30	-	8:00	Special Teams Meeting
8:00	-	9:30	Individual Meetings
11:00			Curfew

1996 PRE-SEASON ITINERARY

TRAINING CAMP:

Miami Dolphins Training Facility
7500 S.W. 30th Street
Davie, FL 33314

Telephone: (954) 452-7000

July 15:

Coaching staff and all rookies arrive at camp

July 19:

All Veterans report to camp by today

July 27:

Scrimmage with Washing Redskins, Lockhart Stadium

August 3:

Tampa Bay Buccaneers
7:00 PM (Local Time)

August 11:

@ Chicago Bears
12:00 Noon (Local Time)

August 19:

Minnesota Vikings
8:00 PM (Local Time)

August 23:

@ Tampa Bay Buccaneers
7:30 PM (Local Time)

MIAMI DOLPHINS 1996 VETERAN ROSTER

5/2/96

No	Name	Pos	Hgt	Wt	NFL Exp	College	Birth- Date
71	Albright, Ethan	T	6 5	283	2	North Carolina	5/1/71
56	Armstrong, Antonio	LB	6 1	234	2	Texas A & M	10/15/73
93	Armstrong, Trace	DE	6 4	260	8	Florida	10/5/65
28	Atkins, Gene	S	5 11	201	10	Florida A & M	11/22/64
23	Bailey, Robert	CB	5 9	174	6	Miami (FL)	9/3/68
80	Barnett, Fred	WR	6 0	199	7	Arkansas State	6/17/66
53	Beavers, Aubrey	LB	6 3	231	3	Oklahoma	8/30/71
95	Bowens, Tim	DT	6 4	310	3	Mississippi	2/7/73
77	Brothen, Kevin	G	6 1	293	2	Vanderbilt	11/16/69
37	Brown, J.B.	CB	6 0	191	8	Maryland	1/5/67
76	Brown, James	T	6 6	329	4	Virginia State	11/30/70
7	Buck, Mike	QB	6 3	227	5	Maine	4/22/67
27	Buckley, Terrell	CB	5 9	176	5	Florida State	6/7/71
41	Byars, Keith	FB	6 1	255	11	Ohio State	10/14/63
91	Cross, Jeff	DE	6 4	280	9	Missouri	3/25/66
63	Dixon, Cal	C	6 4	302	5	Florida	10/11/69
1	Dotson, Dewayne	FB	6 1	256	2	Mississippi	6/10/71
94	Emtman, Steve	DE	6 4	284	5	Washington	4/16/70
62	Gray, Chris	G	6 4	296	4	Auburn	6/19/70
86	Green, Eric	TE	6 5	280	7	Liberty	6/22/67
68	Greene, Andrew	G	6 3	304	2	Indiana	9/24/69
98	Hand, Norman	DT	6 3	329	2	Mississippi	9/4/72
74	Hawthorne, Ed	NT	6 1	305	2	Minnesota	7/30/70
73	Heller, Ron	T	6 5	298	13	Penn State	8/25/62
89	Hill, Randal	WR	5 10	180	6	Miami (FL)	9/21/69
31	Hill, Sean	CB	5 10	179	3	Montana State	8/14/71
50	Hollier, Dwight	LB	6 2	250	5	North Carolina	4/21/69
38	Jackson, Calvin	CB	5 9	185	2	Auburn	10/28/72
24	Johnson, Pat	S	6 1	204	2	Purdue	6/10/72
97	Jones, Aaron	DE	6 5	267	9	Eastern Kentucky	12/18/66
88	Jordan, Charles	WR	5 11	183	4	Chadron State	10/9/69
47	Keith, Craig	TE	6 3	262	4		
17	Kidd, John	P	6 3	214	13	Northwestern	8/22/61
42	Kirby, Terry	RB	6 1	218	4	Virginia	1/20/70
99	Klingbeil, Chuck	NT	6 1	288	6	Northern Michigan	11/2/65
52	Kopp, Jeff	LB	6 3	243	2	Southern Cal	7/8/71
13	Marino, Dan	QB	6 4	224	14	Pittsburgh	9/15/61
81	McDuffie, O.J.	WR	5 10	188	4	Penn State	12/2/69
	McGuire, Gene	C	6 4	300	4	Notre Dame	7/17/70
11	McGwire, Dan	QB	6 8	240	6	San Diego State	12/18/67
83	Miller, Scott	WR	5 11	185	6	UCLA	10/20/68
79	Milner, Billy	T	6 5	293	2	Houston	6/21/72

No	Name	Pos	Hgt	Wt	NFL Exp	College	5/2/96 Birth- Date
14	Myers, Shannon	WR	6 0	170	2	Lenior-Rhyne	6/16/73
25	Oliver, Louis	S	6 2	224	8	Florida	3/9/66
30	Parmalee, Bernie	RB	5 11	196	5	Ball State	9/16/67
61	Ruddy, Tim	C	6 3	290	3	Notre Dame	4/27/72
69	Sims, Keith	G	6 3	309	7	Iowa State	6/17/67
55	Singleton, Chris	LB	6 2	246	7	Arizona	2/20/67
40	Spikes, Irving	RB	5 8	206	3	Northeast Louisiana	12/21/70
35	Stewart, Michael	S	5 11	202	10	Fresno State	7/12/65
10	Stoyanovich, Pete	K	5 11	195	8	Indiana	4/28/67
96	Stubbs, Daniel	DE	6 4	272	8	Miami (FL)	1/3/65
82	Wainright, Frank	TE	6 3	245	6	Northern Colorado	10/10/67
78	Webb, Richmond	T	6 6	303	7	Texas A & M	1/11/67
85	Williams, Ronnie	TE	6 3	258	4	Oklahoma State	1/19/66
49	Wilson, Robert	FB	6 0	255	4	Texas A & M	1/13/69

MIAMI DOLPHINS 1996 ROOKIE & FIRST-YEAR ROSTER

5/2/96

No.	Name	Pos	Hgt	Wt	NFL Exp	College	Birth- Date
33	Abdul Jabbar, Karim	RB	5 10	194	R	UCLA	6/28/74
29	Brew, Dorian	CB	5 10	182	R	Kansas	7/19/74
70	Buckey, Jeff	G	6 5	300	R	Stanford	8/7/74
75	Burton, Shane	DT	6 6	300	R	Tennessee	1/18/74
15	Dar Dar, Kirby	WR	5 9	183	1	Syracuse	3/27/72
46	Fuller, Andy	TE	6 1	258	R	Auburn	9/8/74
92	Gardener, Daryl	DT	6 6	320	R	Baylor	2/25/73
51	Harris, Anthony	LB	6 1	224	R	Auburn	1/25/73
87	Hunter, Brice	WR	6 0	214	R	Georgia	4/4/74
58	Izzo, Larry	LB	5 10	220	R	Rice	9/26/74
7	Jones, LaCurtis	LB	6 0	200	R	Baylor	6/23/72
5	Kushner, Bill	P	6 0	203	1	Boston College	1/13/70
48	McClinton, Lee	FB	5 11	252	1	New Hampshire	8/2/72
32	McPhail, Jerris	RB	5 11	201	R	East Carolina	6/26/72
18	Neal, Henry	WR	5 10	181	1	Texas Southern	10/28/70
6	Nedney, Joe	K	6 4	205	1	San Jose State	3/22/73
88	Planansky, Joe	TE	6 4	254	1	Chadron State	10/21/71
20	Pointer, Kirk	CB	5 11	178	R	Austin Peay	2/13/74
36	Pritchett, Stanley	RB	6 1	232	R	South Carolina	12/12/73
21	Ray, Rodney	CB	5 10	185	R	Northwestern	2/2/73
34	Smith, Walter	SS	5 9	191	1	Michigan	10/19/70
16	Tellison, A.C.	WR	6 2	208	1	Miami (FL)	9/5/71
54	Thomas, Zach	LB	5 11	231	R	Texas Tech	9/1/73
1	Wilson, Sir Mahn	WR	6 2	210	R	Syracuse	6/4/73
22	Wooden, Shawn	CB	5 11	186	R	Notre Dame	10/23/73
	Yarborough, William	CB	6 0	166	R	Virginia Tech	4/8/73

FINE SCHEDULE*

Maximum Fines
Which May be Levied

- * Repeated violations in any fine category may result in escalation of the fine.
1. Unexcused late reporting for or absence from pre-season training camp by a player under contract (except those signed as Unrestricted Free Agents) – maximum fine per day\$5,000

Unexcused late reporting for or absence from pre-season training camp by a player under contract signed as an Unrestricted Free Agent – maximum fine of \$5,000 per day, plus one week's regular season salary for each pre-season game missed.
 2. Unexcused absence from mandatory off-season training camp.....\$1,250
Unexcused late reporting for mandatory off-season training camp.....\$250
 3. Unexcused, late for meetings (meeting called to order)\$250
Unexcused, late for practice (complete warm-up routine, whistle blows)\$250
Unexcused, late for athletic trainers' and doctors' appointments\$250
Unexcused, late for promotional activity.....\$250
 4. Unexcused, late for any scheduled team transportation (bus or plane departure delayed).....\$250
Unexcused, missing any scheduled team transportation - Pay own transportation and fine at discretion of Head Coach (\$1,250 max.).....\$1,000
 5. Unexcused, missing team meeting (may be reduced at discretion of Head Coach in extenuating circumstances).....\$1,250
Unexcused, missing practice (may be reduced at discretion of Head Coach in extenuating circumstances).....\$1,250
Unexcused, missing trainers' and doctors' appointments.....\$1,250
Failure to follow Club rehabilitation directions.....\$1,250
Unexcused, missing promotional activity.....\$1,250
 6. Curfew violations:
Not in dorm by 11 p.m. (or designated curfew time).....\$250
Disturbance after 11 p.m. (conduct detrimental to Club)\$100
Not in room by 11:30 p.m.:
 First 15 minutes\$250
 Next 45 minutes\$250
 Each additional half hour.....\$300
 Maximum Fine.....\$1,250
 (Report to Coach Johnson on arrival.)

- Out after curfew night before game (conduct detrimental to Club) Game Check
7. Visitors in room at Training Camp or on road trips..... *
 - (Fine at the discretion of the Head Coach)
 8. Sprained ankle without Taping or Bracing (conduct detrimental)..... \$250
 9. Failure to promptly report injury to Club physician or athletic trainer \$250
 10. Weight control:
All players subject to fine per pound and per day \$62.50
Overweight repeated*, fine per pound and per day (Fines may Escalate if Player is failing to make progress towards target weight) \$***
 11. Loss of all or part of playbook, scouting report or game plan \$1250
(\$1,000 will be held from final check until playbook is turned in.)
 12. Head gear touching ground, helmets off in drill, **sitting on helmets**, or chin strap unfastened in a drill (conduct detrimental) \$25
 13. Losing, damaging or altering Club provided equipment
Replacement Cost Plus..... \$250
 14. Improper dress while traveling as a member of the team (conduct detrimental to Club) \$250
 - **15. Throwing football into the stands \$250
 - *16. Players ejected from game (also subject to fine by Head Coach) \$2,500
 17. Players who become injured as a direct result of not wearing their "unaltered" team issued equipment..... \$500
 18. Players not paying personal expenses at hotel (i.e., long distance phone charges, in-room movies, room service), fined at a rate not to exceed five (5) times the total unpaid expense, to be deducted from your paycheck..... *
 19. Players who fail to go on the field with their Special Teams unit..... \$250
 20. **Conduct detrimental to Club** - Maximum fine of an amount equal to one week's salary and/or suspension without pay for a period not to exceed four (4) weeks. (Conduct detrimental to Club includes, but is not limited to, all Team Rules and Regulations.)



NATIONAL FOOTBALL LEAGUE

LEAGUE DISCIPLINE

In addition to the discipline that your club may impose (see MAXIMUM CLUB DISCIPLINE SCHEDULE elsewhere in this playbook), you are subject to the separate authority of the Commissioner for violations of National Football League rules and policies.

The Commissioner may impose fines and other appropriate discipline, up to and including suspension or banishment from the League, for certain misconduct on the playing field, as well as for conduct detrimental to the integrity of or public confidence in the NFL or the game of professional football. In accordance with the 1993 Collective Bargaining Agreement, discipline involving unnecessary roughness or unsportsmanlike conduct on the playing field with respect to opposing players will be determined initially by a person appointed by the Commissioner after consultation concerning that appointment with the Executive Director of the NFL Players Association.

Some of the types of offenses which fall under the disciplinary authority of the Commissioner or, where appropriate, his designee are: betting on NFL games, associating with gamblers or engaging in gambling activities, accepting a bribe or failing to promptly report a bribe offer (see the page entitled GAMBLING elsewhere in this playbook); improper use or circulation of drugs or other drug-related misconduct (see NFL SUBSTANCE ABUSE POLICIES elsewhere in this playbook); commission of flagrant fouls, fighting or unnecessarily entering the area of a fight; or other game-related misconduct.

Attached to this page is important information on several game-related violations and procedures involving their handling in the 1996 season.

Repeat violations may entail higher fines, ejection and/or suspension.

1996 TRAINING CAMP



NATIONAL FOOTBALL LEAGUE

NATIONAL FOOTBALL LEAGUE 1996 GAME-RELATED DISCIPLINE

This memorandum specifies several National Football League policies that govern game-related discipline and that apply to players and other club personnel during the 1996 season. You also receive League disciplinary policy through locker-room signs, training camp videos and other playbook inserts.

League discipline for game-related violations during the 1996 season includes, but is not limited to, the categories listed on the attached fine schedule.

All dollar amounts listed are at minimum levels. If appropriate, violations committed in prior seasons will be considered when the level of discipline is established. The level of fine(s) for third offenses and beyond in the same season will be established by the Commissioner or his designee on a case-by-case basis.

Discipline is not based solely on situations where game officials call fouls. In some cases a violation may be detected in post-game review of videotape.

1996 TRAINING CAMP



NATIONAL FOOTBALL LEAGUE

1996 FINE SCHEDULE

<u>VIOLATION</u>	<u>FIRST OFFENSE</u>	<u>SECOND OFFENSE</u>
<u>Offense Against Game Official</u>		
A. Physical Contact with Official	Suspension or fine (duration of suspension or amount of fine to be determined by degree of violation; minimum fine will be \$10,000 for the first offense).	
B. Verbal or other Non-Physical Offense Against Official	\$10,000	\$20,000
<u>Flagrant Personal Foul</u>		
	Suspension or fine (duration of suspension or amount of fine to be determined by degree of the violation; the fine may be \$10,000 or higher for first offense).	
<u>Fighting</u>		
Fighting	\$5,000	\$10,000
Unnecessarily Entering Fight Area	\$4,000	\$5,000
<u>Sportsmanship</u>		
Excessive Profanity; other Unsportsmanlike Conduct (e.g., to opposing player, coach, etc.)	\$5,000	\$7,500
Taunting	\$2,500	\$5,000
Football Into Stands	\$2,500	\$7,500
<u>Uniform</u>		
Foreign Substances on Body/Uniform	\$5,000	\$10,000
Other Uniform/Equipment	\$5,000	\$10,000
<i>Pro Line (see attached policy)</i>		
Preseason and Regular Season	\$10,000	\$20,000
Playoffs (Including Pro Bowl)	\$50,000	\$75,000
Super Bowl	\$100,000	

OFFENSE AGAINST GAME OFFICIAL

Players, coaches, and other club personnel must maintain proper respect for game officials at all times. Physical abuse of officials—punching, shoving, grabbing, or any other aggressive contact—is strictly prohibited and will result in expulsion from games, fines, and possibly suspensions. Non-physical abuse of officials, including extreme profanity and other abusive language, is also prohibited.

This policy applies not only on the playing field and in the bench area, but also in tunnels and other stadium passageways. No player, coach, or other club employee is permitted to enter the game officials' locker room on game-day unless granted specific permission by the referee.

FLAGRANT PERSONAL FOUL (PLAYER SAFETY)

With the help of the NFL Players Association, this year the League is emphasizing safety more than ever before. Representatives of the NFLPA met with the League's Competition Committee and offered valuable recommendations to reduce unnecessarily dangerous tactics on the field while maintaining the clean, hard-hitting action that is the mark of our sport.

You'll see the results of this meeting in a special training-camp videotape that clarifies rules about using the helmet and facemask against players who are in virtually defenseless positions — for example, a passer in the act of passing or a receiver attempting to catch a pass. So pay particular attention to that presentation when the game officials visit your camp.

You, perhaps more than anyone, know what the true meaning of the word *unnecessary* is in the term *unnecessary roughness*, because you usually know when you are putting your opponent, and sometimes yourself, at unnecessary, avoidable risk. No one wants you to play tentatively or not hit hard, but when you go "over the edge" with violent tactics that create risks of avoidable injuries to opposing players, you should expect to be penalized, fined, or suspended.

Remember, many of the rules are designed to protect not only the player who gets hit, but also the player who does the hitting. Protect your own neck and spine by keeping your head up so that you *See What You Hit*.

FIGHTING

The NFL policy on fighting is very simple: *DON'T FIGHT, AND IF A FIGHT BREAKS OUT INVOLVING OTHER PLAYERS, STAY AWAY.*

If you are challenged, walk away from the problem and continue playing football. Fights in the NFL are pointless and only lead to penalties, as well as possible fines and disqualification from the game — all of which hurt your team.

Keep in mind that even if you are not a participant in a fight, you may incur a significant fine for unnecessarily entering a fight area. "Peacemaking" won't be accepted as an excuse for entering the area; nor will coming to the defense of your fighting teammates. If you are already in the vicinity when someone else gets into a fight, move out immediately. If you are not near a fight, don't get close (this applies whether you are already in the game, entering for the next play, or located in the bench area).

SPORTSMANSHIP

Lack of mutual respect — including derogatory remarks and abusive physical acts by coaches, players, and other club personnel aimed at opponents — will not be tolerated during games or at other times.

Coaches and players should keep in mind that every NFL game is broadcast on radio and television, and that there are open microphones near the playing field as well as close-up camera shots that permit easy lip-reading by viewers. The League and its participants are severely criticized whenever obscene or profane language or obscene gestures are carried or shown on the air. Serious incidents of this kind will warrant disciplinary action by the League.

- TAUNTING

Taunting an opponent is a foul under NFL playing rules and will be called by the game officials (15-yard penalty). In addition, the taunting player will be fined.

Any flagrant acts or remarks that deride, mock, bait, or embarrass an opponent are considered taunting. This includes, but is not limited to, spiking the football near a defender after a touchdown, shoving the ball at an opponent, or repeated finger-pointing. Remember, if you spike the ball near an opponent after a play, you risk being called for taunting even if you don't mean to taunt.

- *FOOTBALL INTO THE STANDS*

When a player unnecessarily delivers a football into the stands (by throwing, kicking, etc.) there is potential for crowd-control problems due to the fans' eagerness to claim the souvenir. This act will result in a fine.

However, if the ball is handed or lightly tossed to someone in the stands near the perimeter of the field, and no crowd-control or safety issues, potential or actual, exist, the involved player will not be fined.

On a related matter, physical contact with fans by players (e.g., a "high-five" by a scoring player with a fan along the edge of the field) will not result in automatic League fines. Such activity does, from time to time, present crowd-control issues, and, in some instances, risk of player injury. Clubs are responsible for handling the matter responsibly within their normal stadium security operations.

- *PLAYER DEMONSTRATIONS*

Player demonstrations (e.g., end-zone dances) are not fouls under NFL playing rules and will not result in penalties by the game officials. However, if a demonstration constitutes taunting (see section immediately above), or if it is unsportsmanlike conduct or delays the game, a foul will be called.

Player demonstrations will be reviewed on tape by the League office. If such an act is considered excessively unprofessional or in extremely poor taste, the involved player or players will be subject to fine.

UNIFORM

- *FOREIGN SUBSTANCES ON BODY/UNIFORM*

Since the use of foreign substances (e.g., stickum or slippery compounds) on a player's body or uniform involves a competitive aspect of the sport and can give a team an unfair advantage, game officials are authorized to remove a player from a game for this violation until it is corrected. In addition, the involved player will be subject to fine. If club personnel are implicated in the violation, they will also be subject to disciplinary action.

- OTHER UNIFORM/EQUIPMENT VIOLATIONS

The 1996 Uniform policy, the 1996 Pro Line policy and the "Enforcement of Uniform and Pro Line policies are attached at the end of this document. Changes in the uniform policy for 1996 are underlined.

Game officials and a League representative will conduct a thorough review of all players in uniform during pregame warmups.

All uniform and Pro Line violations detected during the routine pregame check must be corrected prior to kickoff or players will not be allowed to enter the game. A violation that occurs during the game will result in the player being removed from the game until the violation is corrected.

Note that players whose equipment, uniform or Pro Line violations are not detected by game officials, who repeat violations on the same game-day after having been corrected earlier, or who participate in the game despite not having corrected a violation when instructed to do so are subject to League discipline. *First offenses will result in fines.*

BENCH AND FIELD-LEVEL RULES

Clubs and players are reminded that entertainers, athletes from other sports, player agents, politicians, and other public figures are prohibited in the bench area or elsewhere along the sidelines during a game, i.e., from the opening kickoff to the end of the game. Relatives of current players and relatives of former players also are not allowed.

For a first offense, the club will be fined \$7,500; \$15,00 for a second. Further offenses will bring substantial escalation.

Players should be aware that crowding near the sidelines has resulted in game officials being thrown off stride or knocked down while running along the solid white six-foot border to cover plays. Unauthorized entry into this border or the second six-foot area adjacent to it will subject players to fines.

CROWD CONTROL AND SECURITY MEASURES

All NFL clubs are responsible for implementing adequate security measures, both in the stadium and outside it, before and after games, to avoid physical or verbal threats or hostilities between fans and team personnel, including players and coaches.

Do not hesitate to inform appropriate security and club personnel if you experience problems of extreme verbal or physical abuse from fans in or outside the stadium on game-day.

Because this is for your protection, it is important that you do your part to make the security measures work. If any unauthorized fan enters the playing field, security forces, not you, are responsible for removing that person. *Players must not get involved in removing fans from the playing field.* Also, clubs are responsible for providing adequate security at locker rooms, bench areas, and passageways used by players and coaches as they enter and exit the field. *Players must not enter the stands or otherwise confront fans at any time on game-day in response to abuse.* Leave these problems to security personnel or you may be subject to disciplinary action.

For a variety of reasons, the playing field should be cleared as quickly as possible after games. But the League also encourages displays of good sportsmanship between teams and does not impose discipline for players shaking hands and meeting briefly on the field after the game.

THE NATIONAL FOOTBALL LEAGUE

1996 TRAINING CAMP

BOUNTY RULE

National Football League rules prohibit a club from offering or paying bonuses to a player for his or his team's performance against a particular team, a particular opposing player or players, or a particular group of that team.

This restriction on clubs, which is called the "bounty rule," also prohibits players and any other club employee from offering such a bonus. The "bounty rule" is designed not only to preserve the League's competitive integrity, but also to promote player safety by prohibiting a player or players from placing a "bounty" on their opponents that could lead to unnecessarily violent acts.

Prohibited conduct by players includes the establishment of bonus pools for special teams performance, offering or sharing playoff game compensation with teammates, or payment of cash or noncash awards to teammates for outstanding performances or achievements.

Violators may be subject to appropriate disciplinary action for conduct detrimental to the game.

1996 TRAINING CAMP

TAMPERING WITH COLLEGE PLAYERS

The term *tampering*, as used within the National Football League, refers to any interference by a club or its employees with another club's relationship with its employees, or any attempt by a club or its employees impermissibly to induce a person to seek employment with that club or with the NFL. The NFL Anti-Tampering Policy as it applies to players is intended to promote the fair and efficient operation of the Collective Bargaining Agreement and League rules regarding acquisition of player talent.

You should be familiar with the Anti-Tampering Policy as it applies to players, and especially the following provision with respect to college players:

No club, nor any person employed by or otherwise affiliated with a club or the League [including a player], is permitted to tamper with college players who are ineligible for selection or participation in the League. Direct or indirect attempts to induce underclassmen to petition the League for special eligibility or to declare to the League their desire to enter the League under the early-graduation rule are prohibited.

Neither you nor anyone who represents you should participate, directly or indirectly, in conduct which might constitute tampering.

1996 TRAINING CAMP



NATIONAL FOOTBALL LEAGUE

Paul Tagliabue
Commissioner

MESSAGE FROM THE COMMISSIONER TO NFL PLAYERS

NFL players should take tremendous pride in being the foundation of America's favorite sport. With attendance, television audiences, and fan surveys all at record high levels, the interest in NFL football continues to be not only exceptionally strong but also the envy of other sports leagues.

On behalf of the more than 100 million Americans who watch NFL games every weekend from September through January, I thank you for your contributions to our league and wish you the best as we prepare together for the 1996 season.

Because of the intense public interest in the NFL, we all share a large responsibility to the game and the millions of fans who follow it. The conduct of players on and off the field must adhere to the standards of excellence that are part of the NFL's heritage.

As part of this effort, the safety of all players will be emphasized again this season. Specifically, the protection of defensive linemen is a top priority. Football is a hard-hitting sport, but unnecessary hits that fall outside the rules will not be tolerated.

In recent years, we made changes to speed up the game, ensure balance between offense and defense, and promote player safety. Those modifications have worked well and no major rule changes were adopted for 1996.

We will continue to safeguard other key standards of NFL professionalism and sportsmanship during games. You should be aware that disciplinary action will result from on-field fights and other unsportsmanlike actions, including taunting of opponents, abuse of game officials or fans, and public obscenity.

Off the field, there is no higher NFL priority than respecting the relationship we have with our fans. Conducting yourself professionally with the news media and giving some of your time to community service are two important ways of showing respect to the people who support the NFL. I also urge you to take advantage of the off-field opportunities offered by your clubs and NFL Player Programs in the areas of continuing education, internships, financial education, and family assistance.

The NFL at this time is in excellent shape, but we need your continued cooperation...on and off the field...to keep it there. I look forward to seeing many of you at games and hearing your ideas on how together we can reach our goals. Best wishes for a healthy and successful season.

1996 TRAINING CAMP

1996 TEAM RULES AND REGULATIONS

Rules and regulations are essential for the efficient operation of this team to allow us to play to our maximum potential. Becoming familiar with these policies and procedures will avoid any reprimands or fines.

General Conduct

The Miami Dolphins are proud of our tradition, the foundation of which was established years ago by many fine Dolphin team members. We expect that your general conduct will not reflect negatively on you, your teammates or this organization. If a player utilizes good common sense, he will not have any difficulty adjusting to our program. If you have any questions with regard to any activity, **ask first**.

General Policy

1. All players must be on time for all meetings, practice sessions, meals, and all types of transportation. The curfews must be observed. Players must keep all publicity appointments and be on time. If an emergency occurs that detains you, call a member of the coaching staff, the training staff, a secretary or another member of the organization and inform them of the delay PRIOR to you being "late".
2. If a function is deemed mandatory, it is done under the guidelines that the function is in the best interest of the team. Therefore, you are expected to be there and to be on time. The Head Coach is the only person who may excuse you.
3. Players must report all injuries and illness to the Athletic Trainer or the Club physician immediately, and be prompt in keeping appointments.
4. Players must wear coats and neckties on all road trips, unless otherwise excused by the Head Coach.
5. Players must familiarize themselves with their N.F.L. contracts, particularly with regard to general conduct.

6. Players shall not write or sponsor magazine or newspaper articles or endorse any product or service, or appear on or participate in any commercial radio or television program without the consent of the Club.
7. No smoking, tobacco chewing, food, soft drinks, or coffee will be allowed in meetings unless the coach in charge allows it. If it is allowed, **be courteous and pick up your trash when the meeting is over.** Treat your facilities with respect, since they were designed with respect for you.
8. No card games or other gambling between players is allowed in the facility or at our hotel(s) home or away. Losing money can create dissension between team members and, of course, the N.F.L. has strict rules against gambling.
9. No alcoholic beverages are allowed in any dormitory or hotel room.
10. All players must adhere to the NFL Game Uniform Policy as well as the NFL Pro-Line Policy.
11. No practice gear (i.e., t-shirts, shorts, sweats) is to be removed from the training complex.
12. The athletic training staff, equipment staff, video staff, secretaries, training camp help, and all Miami Dolphin personnel have the same goals and objectives as team members. Make sure to treat them with respect. They are instructed to do the same. Any other type of conduct will not be tolerated.
13. We all should be reminded that the N.F.L.P.A. and the club presidents have agreed that each will use its best efforts to avoid public comments by clubs, owners, non-playing personnel, as well as by players or coaches, which express adverse criticism of the club, the coach of the operation and policy thereof, or which tend to cast discredit upon a club, a player or any other person involved in the operation of the club or the League.
14. Policies regarding Training Camp, Locker Room, Equipment Room, Travel, Medical, Weight Room and Player Weight will be discussed during training camp.

TRAINING ROOM AND INJURY PROCEDURES

- A. The Training Room is a place for taping, first aid, treatment and rehabilitation of injuries. It is a place of business, not a lounge. For maximum efficiency and for your benefit, the following rules should be observed:
1. Please keep the area clean and sanitary. The Training Room is a paramedical facility. For that reason, shower and wear shorts.
 2. Rookies must be taped according to your assigned taping schedule time during the pre-season (before meetings during the regular season).
 3. It is your responsibility to report all injuries and illness to the Trainers immediately, even if you feel they are minor. You will then be referred to the team physician most qualified to handle your particular problem if the condition warrants it. The training staff is on-call in the hotel if you have an after hours problem.
 4. Injured players who cannot participate in practice must receive a minimum of 4 treatments daily in training camp, and three (3) treatments daily in season, and attend all practices and meetings promptly unless otherwise instructed. You are to be on the field in uniform with your group, unless the Head Coach or Head Athletic Trainer instructs otherwise.
 5. On the morning following a game, it is your responsibility to report to see the Trainer and/or physician for evaluation and/or treatment of any new injuries. If you do not show up for treatment, it will be expected and required that you practice on schedule.
 6. Any player who disregards the trainer's or physician's advice or misses a scheduled doctor's appointment is subject to the maximum fine allowed by the N.F.L.
 7. Players who wish to see outside health care providers must first have **written permission** from the Club before the Club will consider payment for these services. **THIS INCLUDES ALL OFF-SEASON SURGERIES AND REHABILITATION.**
 8. The Miami Dolphins have employed a competent staff of qualified Athletic Trainers to handle your health care and rehabilitation needs. For that reason, **any player electing to have off-season surgery away from the Miami Dolphins facilities must have permission from the Team Physician and will be personally responsible for any rehabilitation expenses over \$2,000.00.**
 9. Weigh-ins, either announced or unannounced, can take place at any time, and players with assigned weights will be subject to fines if they are over their assigned weight. The Strength Coach or Athletic Trainers will be responsible for reporting a players excess weight.

10. No newspapers, magazines or glass bottles are permitted in the spa area. **Please help keep this area clean.**

B. Training Camp requests for your well being:

1. Record your weight before and after every practice (this is required).
2. Request any special pads, sleeves or equipment you need well in advance of practice starting.
3. Arrive on time for your scheduled taping time (this is required).
4. All injured players should dress in your shorts or sweat pants, your jersey and your helmet for every practice unless otherwise informed by the Head Coach or a member of the Training Staff.
5. Take plenty of fluids before each practice.
6. Caution: Too much fruit can lead to diarrhea and dehydration.
7. Do not remove lids from the coolers provided in the locker rooms (mandatory).
8. Treat blisters immediately. See a trainer for help.
9. All players involved in rehab should check in with a member of the training staff daily, and should be on the field **ON TIME** for each practice.
10. Players who work in full pads WILL condition after practice.
11. Injured players **SHOULD NOT LEAVE THE FIELD** until instructed by a staff trainer or until practice ends.
12. **NEVER MOVE AN INJURED PLAYER.**

ALCOHOL AND TOBACCO

In addition to the information on alcohol in the NFL Drugs of Abuse Policy, you should be aware of the following League policy:

NFL players, coaches, and other employees must not endorse or appear in advertisements for alcoholic beverages (including beer) or tobacco products.

While fully recognizing that the use of alcohol and tobacco is legal, the NFL nevertheless has long been of the view that participation in ads for such substances by its employees may have detrimental effect on the great number of young fans who follow our game. In particular, endorsements or other close identification of the NFL players with alcohol or tobacco could convey the erroneous impression that the use of such products is conducive to the development of athletic prowess, has contributed to their success, or at least has not hindered them in their performance.

For the above reasons, players and other club and League employees (including game officials) must not use alcohol or tobacco products while in the playing field area or while being interviewed on television.

Further, longstanding NFL policy prohibits the use or presence of alcoholic beverages in club locker rooms at any time.

1996 TRAINING CAMP

GAMBLING

The subject of bribes and gambling are covered each summer in special training-camp discussions with players by members of the League's Security Department. You should be familiar with Paragraph 15 of your NFL Player Contract (entitled "INTEGRITY OF GAME"), which stresses these and related subjects, as well as with the text of the following sign which is posted in every NFL locker room:

NOTICE

TO NATIONAL FOOTBALL LEAGUE PERSONNEL

Bribes and Gambling

Among the types of conduct detrimental to the NFL and professional football that call for serious penalties are the following:

1. Accepting a bribe or agreeing to throw or fix a game or illegally influence its outcome;
2. Failing to promptly report any bribe offer or any attempt to throw or fix a game or to illegally influence its outcome;
3. Betting on any NFL game;
4. Associating with gamblers or with gambling activities in a manner tending to bring discredit to the NFL.

Any such conduct may result in severe penalties, up to and including a fine and/or suspension from the NFL for life.

PAUL TAGILABUE
Commissioner

You should also be aware that the League has a longstanding policy against any advertising or promotional activities by players, clubs, coaches or other management personnel that can reasonably be perceived as constituting affiliation with or endorsement of gambling or gambling-related activities. All club employees, including coaches and players, are prohibited from being associated with such activities through endorsements, commercials, ads, or public appearances. Violators will be subject to appropriate discipline.

Promotional appearances by players, coaches, or other personnel involving casinos, sports books, gambling cruises, or similar activities are not permitted.

TICKET SCALPING

The sale of a ticket at a price higher than face value is commonly known as scalping. Scalping of tickets to any NFL game — preseason, regular season, or postseason — by persons within the League is detrimental conduct and may result in disciplinary action against the violator.

Scalping is at the very least unethical behavior, and in some cases it is against the law. Scalping suggests a desire to profit personally and perhaps illicitly on the coattails of the League's popularity. Such conduct will not be tolerated.

All NFL personnel should be aware that NFL policy prohibits scalping any ticket to an NFL game, regardless of whether that ticket was given to them free, purchased at face value, or purchased for more than face value, and regardless of whether the scalping occurs in a district where scalping is other wise permitted by law.

1996 TRAINING CAMP

STATEMENT REGARDING DRUG USE FOR THE MIAMI DOLPHINS

"...the desire to take medicine is one feature which distinguishes man, the animal, from his fellow creatures. It is really one of the most serious difficulties with which we have to contend. Even in minor ailments, which would yield to dieting or simple home remedies, the doctor's visit is not thought to be complete without prescription".

The above quotation is taken from an address by Sr. William Osler over fifty years ago. His statement is more applicable today than in his day because one of the major and most serious problems facing our society is drug abuse. Athletes have always sought and will continue to seek measures which give a competitive edge on an opponent. This competitive edge cannot be obtained through the use of drugs. Often the converse is true. There have been many popular misconceptions regarding the use of drugs to enhance performance.

The Miami Dolphins Football Club fully endorses the Commissioner's stance on drug use, and is committed to keeping all players and other personnel free from drug and alcohol problems. Please take note of the following information:

Medical Assistance

If you believe you have a medical problem involving dependency on drugs or alcohol, you can obtain immediate help. To get this help, contact any one of the following:

- Aids Hotline (800) 342-AIDS
- Mr. Jack Vander Laan, Director of Employee Assistance, 1 (800) 368-7888
- Mr. Kevin O'Neill, (954) 452-7030 (Office); (Home)
- Hazelden Foundation, toll-free (800) 328-5000
- N.F.L. Medical Advisor, Drugs of Abuse, Dr. Lawrence S. Brown, Jr., (800) 683-9173, (718) 522-7363 (Office); (718) 291-5897 (Home)
- N.F.L. Medical Advisor, Anabolic Steroids, Dr. John A. Lombardo, (614) 442-0106 (Office); 1-800-SKY-PAGE / Pin #5011225; (216) 338-3594 (Home)
- Dr. Richard Spatafora, NFL/NFLPA Clinical Program Director for Drugs of Abuse, (312) 915-0974

- **N.F.L. Representatives:**

Mr. Milton Ahlerich, (212) 758-1500 (Office); 1-800-604-1214 (24-Hour Pager)

Mr. Charles R. Jackson, (212) 758-1500 (Office); (914) 476-7809 (Home)

- Coach Jimmy Johnson, Stuart Weinstein or any member of the coaching staff.

Confidentiality

This Club and the N.F.L. recognize that problems of chemical dependency should be handled confidentially (see Art. XLIV, Section 6(b), Page 233 of the 1993 Collective Bargaining Agreement).

Health Risks

Drug abuse carries with it the threat of serious health hazards. For example, each year in the United States, only heart disease and cancer cause deaths more than alcohol. Illegal drugs, including cocaine, can become severely addictive and may even lead to death. As for the use of drugs in an attempt to improve athletic performance, it has been proven that reaction time and motor skills are **impaired** by stimulants and depressants.

Player Responsibilities

Re-read Paragraph 15 of your contract. You have agreed as a condition of your employment not to use or distribute drugs.

Also re-read Paragraph 8 of your contract. You have agreed to maintain yourself in excellent physical condition, to undergo complete physical examinations, and to disclose to the Club physician any physical or mental condition which might impair your performance, including use of drugs.

Your Collective Bargaining Agreement requires that you submit to testing for chemical abuse or dependency when directed to do so on reasonable cause.

For your own protection, for example, if you undergo surgery, you must notify the Club physician promptly of any medication or drugs obtained other than from Club sources.

Drug abuse remains a major problem in our society despite the results of medical studies showing the serious medical problems associated with the abuse of drugs, despite educational programs, and despite more stringent laws. The professional athlete can help solve the problem of drug abuse in our country today by setting an example for the college and high school athletes and students.

We will be happy to discuss with anyone individually and confidentially any questions about the use of drugs.

Jimmy Johnson
Head Coach

Daniel Kanell, M.D.
Team Physician



NATIONAL FOOTBALL LEAGUE

GUNS AND WEAPONS POLICY

(This policy applies to all employees of the NFL and its member clubs, including players.)

Prohibitions. Whether possessed legally or illegally, guns and other weapons of any kind are dangerous. You and your family can easily be the losers if you carry or keep these items in your home. You must not possess these weapons whenever you are on the premises of the following:

- A facility owned, operated or being used by an NFL club (for example, training camp, dormitory, locker room, workout site, parking area, team bus, team plane, team hotel/motel);
- A stadium being used for an NFL event (for example, a game, practice or promotion);
- A facility owned or operated by the NFL or any League company (NFL Enterprises, NFL Films, NFL Properties).

Put simply, the League, the Players Association and law enforcement authorities urge you to recognize that you must not possess a gun or other weapon at any time you are performing any service for your team or the NFL.

Legal Possession. In some circumstances, such as for sport or protection, you may legally possess a firearm or other weapon. However, we strongly recommend that you not do so. Any weapon, particularly a firearm, is dangerous -- especially so when it is in a vehicle or within reach of children and others not properly trained in its use.

Understanding the Law. If you legally possess a weapon, you must understand the local, state and federal laws that apply. The NFL Security Representative in your area will help you get information about these laws. You should be aware that if you take a weapon from one place to another -- for example, across state lines -- a different set of laws may apply in the new place.

Discipline. If you violate this policy on guns and other weapons, you are subject to discipline, including suspension from playing. And if you violate a public law covering weapons -- for example, possession of an unlicensed firearm -- you are also subject to discipline, including suspension from playing.

Remember, be careful and understand the risks.

1996 TRAINING CAMP

NFL UNIFORM AND EQUIPMENT RULES

HELMET WITH FACEMASK
(CHIN STRAP FASTENED)

SHOULDER PADS

VIOLATION



THE JERSEY MUST BE TUCKED IN AT THE WAIST. EXTRA-SHORT JERSEYS OR THOSE CUT AT OR ABOVE THE WAIST ARE PROHIBITED.

VIOLATION



TOWELS ARE LIMITED TO A MAXIMUM OF 6 INCHES WIDE AND 8 INCHES LONG AND MUST BE TUCKED INTO THE FRONT WAIST OF THE PANTS.

VIOLATION



THE EXTERIOR STOCKING MUST BE A ONE-PIECE UNIT SOLID WHITE FROM THE TOP OF THE SHOE TO THE MIDPOINT OF THE LOWER LEG, WITH APPROVED TEAM COLOR OR COLORS FROM THAT MIDPOINT TO THE TOP OF THE STOCKING.

HIP PADS

KNEE PADS

ONE-PIECE STOCKINGS

ALL-WHITE OR ALL-BLACK SHOES THROUGHOUT TEAM

THIGH PADS

VIOLATION



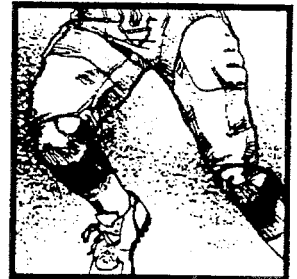
SLEEVES MUST NOT BE TORN OR CUT.

VIOLATION



STOCKINGS MUST MEET THE UNIFORM PANTS BELOW THE KNEES.

VIOLATION



PANTS MUST BE PULLED DOWN OVER THE KNEES. THE KNEE AREA OF THE PANTS MUST NOT BE ALTERED OR CUT AWAY.

VIOLATION



TAPE USED ON SHOES OR STOCKINGS MUST EITHER BE TRANSPARENT OR OF A MATCHING COLOR.

NFL UNIFORM AND EQUIPMENT RULES

GENERAL POLICY Throughout the game-day period while in view of the stadium and television audience, including during pregame warm-ups, all players must dress in a professional manner under the League's uniform standards. They must wear equipment offering reasonable protection to themselves while reasonably avoiding risk of injury to other players. And they generally must present an appearance that is appropriate to representing their individual clubs and the National Football League. The term uniform, as used in this policy, applies to every piece of equipment worn by a player, including helmet, shoulder pads, thigh pads, knee pads, and any other item of protective gear, and to every visible item of apparel, including but not limited to pants, jerseys, wristbands, gloves, stockings, shoes, visible undergarments, and accessories such as head coverings worn under helmets and hand towels. All visible items worn on game day by players must be issued by the club or the League, or, if from outside sources, must have approval in advance by the League Office.

MANDATORY EQUIPMENT, APPAREL All players must wear the equipment and uniform apparel listed below, which must be of a suitably protective nature, must be designed and produced by a professional manufacturer, and must not be cut, reduced in size, or otherwise altered unless for medical reasons approved in advance by the Commissioner; provided, however, that during pregame warm-ups players may omit certain protective equipment at their option, except that helmets must be worn.

Helmets, Face Protectors Helmet with chin strap fastened and facemask attached. Facemasks must not be more than 1/2-inch in diameter and must be made of rounded material; transparent materials are prohibited. Plastic face shields, either clear or lightly tinted, for eye protection are optional, provided the League Office is supplied in advance with appropriate medical documentation that the shield is needed. No visible identification of a manufacturer's name or logo on the exterior of the helmet or any attachment to a helmet is permitted unless provided for under a commercial arrangement between the League and manufacturer; in no event is identification of any helmet manufacturer permitted on the visible surface of a rear cervical pad. All helmets must carry, on the rear lower-right exterior, an approved warning label. (Such labels will be supplied in quantity by the League Office.)

Jerseys Jerseys that cover all pads and other protective equipment worn on the torso and upper arms, and that is appropriately tailored to remain tucked into the uniform pants throughout the game. Tearaway jerseys are prohibited. Mesh jerseys with large fishnet material (commonly referred to as bullet-hole or port-hole mesh) also are prohibited. Sumames of players in letters of 2 1/2 inches high must be affixed to the exterior of jerseys across the upper back above the numerals; nicknames are prohibited; and in cases of duplicate sumames, the first initial of the given name must be used. All jerseys must carry a small NFL Shield logo at the middle of the yoke of the neck on the front of the garment, which logo will be provided in quantity by the League Office.

Numerals Numerals on the back and front of jerseys as specified under NFL rules for the player's specific position. Such numerals must be a minimum of 8 inches high and 4 inches wide, and their color must be in sharp contrast with the color of the jersey. Smaller numerals should be worn on the tops of the shoulders or upper arms of the jerseys. Small numerals on the back of the helmet or on the uniform pants are optional.

Pants Pants that are worn over the entire knee area; pants shortened or rolled up to meet the stockings above the knee are prohibited. No part of the pants may be cut away unless an appropriate gusset or other device is used to replace the removed material.

Shoulder Pads Shoulder pads that are completely covered by the uniform jersey.

Stockings Stockings that cover the entire area from the shoe to the bottom of the pants, and that meet the pants below the knee. Players are permitted to wear as many layers of stockings and tape on the lower leg as they prefer, provided the exterior is a one-piece stocking that includes solid white from the top of the shoe to the mid-point of the lower leg, and approved team color or colors (non-white) from that point to the top of the stocking. Uniform stockings may not be altered (e.g., over-stretched, or cut at the toes or sewn short) in order to bring the line between solid white and team colors lower or higher than the mid-point of the lower leg. No other stockings and/or opaque tape may be worn over the one-piece, two-color uniform stocking. Barefoot punters and placekickers may omit the stocking of the kicking foot in preparation for and during kicking plays.

Shoes Shoes that are of standard football design, including "sneaker" type shoes such as basketball shoes, cross training shoes, etc. League approved tri-colored shoes are permitted with black, white and one team color. Each team must select a dominant color for its shoes, either black or white (with a conforming selection of either all black or all white shoelaces). The selection of dominant color must be reported by each team to the League Office no later than July 1 each year. Each player may select among shoe styles previously approved by the League Office and NFL Properties. All players on the same team must wear shoes with the same dominant color. Approved shoe styles will contain one team color which must be the same for all players on a given team. A player may wear an unapproved standard football shoe style as long as the player tapes over the entire shoe to conform to his team's selected dominant color. Logos, names or other commercial identification on shoes are not permitted to be visible unless advance approval is granted by the League Office. Size and location of logos and names on shoes must be approved by NFL Properties. When a shoe logo or name approved by both the League Office and NFL Properties is covered with an appropriate use of tape, players will be allowed to cut the tape covering the original logo or name, provided the cut is clean and is the exact size of the logo or name. The logo or name of the shoe manufacturer must not be re-applied to the exterior of taped shoes unless advance approval is granted by the League Office. Kicking shoes must not be modified and any shoe that is worn by a player with an artificial limb on his kicking leg must have a kicking surface which conforms to that of a normal kicking shoe. Punters and placekickers may omit the shoe from the kicking foot in preparation for and during kicking plays. Punters and placekickers may wear any combination of the tri-colored shoes provided that the colors are consistent with those selected by the team and with the policy listed above.

OTHER PROHIBITED EQUIPMENT, APPAREL In addition to the several prohibited items of equipment and apparel specified above, the following also are prohibited:

Projecting Objects Metal or other hard objects that project from a player's person or uniform, including from his shoes.

Uncovered Hard Objects, Substances Hard objects and substances, including but not limited to casts, guards, or braces for hand, wrist, forearm, elbow, hip, thigh, knee, shin, unless such items are appropriately covered on all edges and surfaces by a minimum of 1/2-inch foam rubber or similar soft material. Any such item worn to protect an injury must be reported by the applicable coaching staff to the Umpire in advance of the game, and a description of the injury must be provided.

Detachable Toe Detachable kicking toe.

Torn Items Torn or improperly fitting equipment creating a risk of injury to other players, e.g., the hard surface of shoulder pads exposed by a damaged jersey.

Improper Cleats Shoe cleats made of aluminum or other material that may chip, fracture, or develop a cutting edge. Conical cleats with concave sides or points which measure less than 1/4-inch in diameter at the tips, or cleats with oblong ends which measure less than 1/4-by-1/4-inch at the end tips also are prohibited. Nylon cleats with flat steel tips are permitted.

Improper Tape Opaque, contrasting-color tape that covers any part of the helmet, jersey, pants, stockings, or shoes; transparent tape or tape of the same color as the background material is permissible for use on these items of apparel. Players may use opaque white tape on hands and arms, provided it conforms to "Uncovered Hard Objects, Substances" above and "Improper Glove Color on Linemen" below. Opaque tape on shoes is permitted, provided it is the same color as the shoe, and provided it does not carry up into the stocking area.

Improper Glove Color on Linemen Gloves, wrappings, elbow pads, and other items worn on the arms below or over the jersey sleeves by interior offensive linemen (excluding tight ends) which are of a color different from that which is mandatorily reported to the League Office by the club before July 1 each year. Such reported color must be white or other official color of the applicable team.

Approved Glove Color Players at other positions (non-interior linemen) also may wear gloves, provided they are NFL-Properties-licensed items approved by the League Office for wear on the field, and provided they are solid white or a solid color that is an official color of the applicable club. Clubs are not required to designate to the League Office by July 1 the color of gloves that will be worn by their non-interior linemen.

Garments Under Jerseys Quarterbacks will be allowed to wear under the game jersey a solid colored T-shirt, turtleneck or sweatshirt (consistent with team undergarment color) with sleeves cut to any length, as long as both sleeves are evenly trimmed and the edges are sewn and hemmed. All other players may wear garments under game jerseys only if the undergarment sleeves either (a) do not extend below the sleeves of the jersey; or (b) are full-length to the wrist. No other sleeve lengths for garments under jerseys are permitted for players other than quarterbacks. Any garments under jerseys which are exposed at the neck or sleeve area and which carry an exposed logo or commercial name, must be licensed by NFL Properties and approved by the League Office for wear on the field. All members of the same team who wear approved undergarments with exposed necks and sleeves must wear the same color on a given day, which color must be white or a solid color that is an official team color (solid means that sleeves must not carry striped, designs, or team names).

Adhesive, Slippery Substances Adhesive or slippery substances on the body, equipment, or uniform of any player; provided, however, that players may wear gloves which have a tackified surface if such tacky substance does not adhere to the football or otherwise cause handling problems for players.

RECOMMENDED EQUIPMENT It is recommended that all players wear HIP PADS, THIGH PADS, and KNEE PADS which reasonably avoid the risk of injury. Unless otherwise provided by individual team policy, it is the players' responsibility and decision whether to follow this recommendation and use such pads. If worn, all three forms of pads listed above must be covered by the outer uniform. Basketball type knee pads are permitted but must also be covered by the outer uniform.

OPTIONAL EQUIPMENT Among the types of optional equipment that are permitted to be worn by players are the following:

Rib Protectors Rib protectors ("flak jackets") under the jersey.

Wristbands Wristbands, provided they are white or black only.

Towels Towels, provided they are white NFL-Properties-licensed towels approved by the League Office for use on the playing field. Players are prohibited from adding to these towels any personal messages, logos, names, symbols, or illustrations. Such towels also must be attached to or tucked into the front waist of the pants, and must be no longer than 6 by 8 inches (slightly larger size may be issued to quarterbacks, or may be folded to these limits for wearing in games). A player may wear no more than one towel. Players are prohibited from discarding on the playing field any loose towels or other materials used for wiping the hands and the football. Streamers or ribbons, regardless of length, hanging from any part of the uniform, including the helmet, are prohibited.

Head Coverings Head coverings worn under the helmet, e.g. sweatbands and bandannas, are permissible and may be visible in the bench area, provided that they are of a solid color (official team color) and issued by the club, and further provided that no portion hangs from or is otherwise visible outside the helmet during play. Baseball-type caps may be worn in the bench area, provided they are in official team colors and issued by the club.

LOGOS AND COMMERCIAL IDENTIFICATION Throughout the period on game day that a player is visible to the stadium and television audience (including in pregame warm-ups, in the bench area, and during postgame interviews in the locker room or on the field), players are prohibited from wearing, displaying, or orally promoting equipment, apparel, or other items that carry commercial names or logos of companies, unless such commercial identification has been approved in advance by the League Office. The size of any approved logo or other commercial identification involved in an agreement between a manufacturer and the League will be modest and unobtrusive, and there is no assurance that it will be visible to the television audience. Subject to any future approval arrangements with manufacturer and subject to any decision by the Commissioner to suspend enforcement of this provision temporarily governing shoes, visible logos, and names of shoes are prohibited, including on the sole of the shoe that may be seen from time to time during games.

PERSONAL MESSAGES Throughout the period on game day that a player is visible to the stadium and television audience (including in pregame warm-ups, in the bench area, and during postgame interviews in the locker room or on the field), players are prohibited from wearing, displaying, or otherwise conveying personal messages either in writing or illustration, unless such message has been approved in advance by the League Office. Items such as armbands and jersey patches worn to celebrate anniversaries of events, to promote charities, to recognize causes and campaigns, or to honor or commemorate personages also are prohibited unless approved in advance by the League Office. Further, such armbands and jersey patches must be modest in size, tasteful, non-commercial, and non-controversial; must not be worn for more than one football season; and if approved for use by a specific team, must not be worn by players on other teams in the League.

GENERAL APPEARANCE Consistent with the League's equipment and uniform rules, players must otherwise present a professional and appropriate appearance while before the public on game day. Among the types of activity that are prohibited are use of tobacco products (smokeless included) while in the bench area and use of facial makeup.

PLAYER UNIFORMS
(new language underlined)

A. GAME UNIFORM

Uniform Code — Rule 5, Section 3 of the NFL Playing Rules (Equipment, Uniforms, Player Appearance):

General Policy

Article 1 Throughout the game day period while in view of the stadium and television audience, including during pre-game warm-ups, all players must dress in a professional manner under the uniform standards specified in this Section 3. They must wear equipment offering reasonable protection to themselves while reasonably avoiding risk of injury to other players. And they generally must present an appearance that is appropriate to representing their individual clubs and the National Football League. The term uniform, as used in this section, applies to every piece of equipment worn by a player, including helmet, shoulder pads, thigh pads, knee pads, and any other item of protective gear, and to every visible item of apparel, including but not limited to pants, jerseys, wristbands, gloves, stockings, shoes, visible undergarments, and accessories such as head coverings worn under helmets and hand towels. All visible items worn on game day by players must be issued by the club or the League, or, if from outside sources, must have approval in advance by the League.

Team Colors

Article 2 Pursuant to the official colors established for each NFL club in the League Constitution and Bylaws, playing squads are permitted to wear only those colors or a combination of those colors for helmets, jerseys, pants, and stockings; provided that white is also an available color for jerseys and a mandatory color for the lower portion of stockings [see 5-3-3(f), "Stockings," below]. Each player on a given team must wear the same colors on his uniform as all other players on his team in the same game. Before July 1 each year, home clubs are required to report to the League Office their choice of jersey color (either white or official team color) for their home games of that forthcoming season (including postseason, in the event that the club should become a host for such a game), and visiting clubs must wear the opposite. For preseason or postseason games, the two competing teams may wear jerseys in their official colors (non-white), provided the Commissioner determines that such colors are of sufficient contrast.

Mandatory Equipment, Apparel

Article 3 All players must wear the equipment and uniform apparel listed below, which must be of a suitably protective nature, must be designed and produced by a professional manufacturer, and must not be cut, reduced in size, or otherwise altered unless for medical reasons approved in advance by the Commissioner; provided, however, that during pre-game warm-ups players may omit certain protective equipment at their option, except that helmets must be worn. Where additional rules are applicable to specific categories of mandatory equipment or apparel, or where related equipment is optional, such provisions are also spelled out below.

Helmets, Face Protectors

- (a) Helmet with chin-strap fastened and face mask attached. Face masks must not be more than 5/8-inch in diameter and must be made of rounded material; transparent materials are prohibited. Plastic face shields, either clear or lightly tinted, for eye protection are optional, provided the League Office is supplied in advance with appropriate medical documentation that the shield is needed. No visible identification of a manufacturer's name or logo on the exterior of a helmet or on any attachment to a helmet is permitted unless provided for under a commercial arrangement between the League and manufacturer; in no event is identification of any helmet manufacturer permitted on the visible surface of a rear cervical pad. All helmets must carry a small NFL shield logo on the rear lower-left exterior, which logo will be provided in quantity by the League.

Jerseys

- (b) Jersey that covers all pads and other protective equipment worn on the torso and upper arms, and that is appropriately tailored to remain tucked into the uniform pants throughout the game. Tearaway jerseys are prohibited. Mesh jerseys with large fish-net material (commonly referred to as "bullet-hole" or "port-hole" mesh) are also prohibited. Surnames of players in letters a minimum of two and 1/2-inches high must be affixed to the exterior of jerseys across the upper back above the numerals; nicknames are prohibited; and in cases of duplicate surnames, the first initial of the given name must be used. All jerseys must carry a small NFL shield logo at the middle of the yoke of the neck on the front of the garment, which logo will be provided in quantity by the League.

Numerals

- (c) Numerals on the back and front of jerseys in accordance with Rule 5, Section 1, Article 4. Such numerals must be a minimum of eight inches high and four inches wide, and their color must be in sharp contrast with the color of the jersey. Smaller numerals should be worn on the tops of the shoulders or upper arms of the jersey. Small numerals on the back of the helmet or on the uniform pants are optional.

Pants

- (d) Pants that are worn over the entire knee area; pants shortened or rolled up to meet the stockings above the knee are prohibited. No part of the pants may be cut away unless an appropriate gusset or other device is used to replace the removed material. All pants must carry a small NFL shield logo on the front left groin area of the pants, midway between the fly opening and side seam, and 1/2-inch below the belt. The logo will be provided in quantity by the League.

Shoulder Pads

- (e) Shoulder pads that are completely covered by the uniform jersey.

Stockings

- (f) Stockings that cover the entire area from the shoe to the bottom of the pants, and that meet the pants below the knee. Players are permitted to wear as many layers of stockings and tape on the lower leg as they prefer, provided the exterior is a one-piece stocking that includes solid white from the top of the shoe to the mid-point of the lower leg, and approved team color or colors (non-white) from that point to the top of the stocking. Uniform stockings may not be altered (e.g., over-stretched, or cut at the toes or sewn short) in order to bring the line between solid white and team colors lower or higher than the mid-point of the lower leg. No other stockings and/or opaque tape may be worn over the one-piece, two-color uniform stocking. Barefoot punters and placekickers may omit the stocking of the kicking foot in preparation for and during kicking plays.

Shoes

- (g) Shoes that are of standard football design, including "sneaker" type shoes such as basketball shoes, cross training shoes, etc.

League-approved tri-colored shoes are permitted with black, white and one team color. Each team must select a dominant color for its shoes, either black or white (with a conforming selection of either all-black or all-white shoelaces). The selection of dominant color must be reported by each team to the League Office no later than July 1 each year. Each player may select among shoe styles previously approved by the League Office and NFL Properties. All players on the same team must wear shoes with the same dominant color. Approved shoe styles will contain one team color which must be the same for all players on a given team. A player may wear an unapproved standard football shoe style as long as the player tapes over the entire shoe to conform to his team's selected dominant color.

Logos, names or other commercial identification on shoes are not permitted to be visible unless advance approval is granted by the League Office (see Article 7). Size and location of logos and names on shoes must be approved by NFL Properties. When a shoe logo or name approved by both the League Office and NFL Properties is covered with an appropriate use of tape (see Article 4(f)), players will be allowed to cut out the tape covering the original logo or name, provided the cut is clean and is the exact size of the logo or name. The logo or name of the shoe manufacturer must not be re-applied to the exterior of taped shoes unless advance approval is granted by the League Office.

Kicking shoes must not be modified, and any shoe that is worn by a player with an artificial limb on his kicking leg must have a kicking surface which conforms to that of a normal kicking shoe. Punters and place-kickers may omit the shoe from the kicking foot in preparation for and during kicking plays. Punters and place-kickers may wear any combination of tri-colored shoes provided that the colors are consistent with those selected by the team and with the policy listed above.

Other Prohibited Equipment, Apparel **Article 4** In addition to the several prohibited items of equipment and apparel specified in Article 3 above, the following are also prohibited:

Projecting Objects (a) Metal or other hard objects that project from a player's person or uniform, including from his shoes.

Uncovered Hard Objects, Substances (b) Hard objects and substances, including but not limited to casts, guards or braces for hand, wrist, forearm, elbow, hip, thigh, knee, shin, unless such items are appropriately covered on all edges and surfaces by a minimum of 3/8-inch foam rubber or similar soft material. Any such item worn to protect an injury must be reported by the applicable coaching staff to the Umpire in advance of the game, and a description of the injury must be provided. If the Umpire determines that an item in question, including heavy tape or bandages on hands or forearms, may present undue risk to other players, he may prevent its use at any time before or during a game until the item is removed or appropriately corrected.

Detachable Toe (c) Detachable kicking toe.

Torn Items (d) Torn or improperly fitting equipment creating a risk of injury to other players, e.g., the hard surfaces of shoulder pads exposed by a damaged jersey.

Improper Cleats (e) Shoe cleats made of aluminum or other material that may chip, fracture, or develop a cutting edge. Conical cleats with concave sides or points which measure less than 3/8-inch in diameter at the tips, or cleats with oblong ends which measure less than 1/4- by 3/4-inch at the end tips are also prohibited. Nylon cleats with flat steel tips are permitted.

Improper Tape (f) Opaque, contrasting-color tape that covers any part of the helmet, jersey, pants, stockings, or shoes; transparent tape or tape of the same color as the background material is permissible for use on these items of apparel. Players may use opaque white tape on hands and arms, provided it conforms to 5-3-4(b) above ("Uncovered Hard Objects, Substances") and 5-3-4(h) below ("Improper Glove Color on Linemen"). Opaque tape on shoes is permitted, provided it is the same color as the shoe, and provided it does not carry up into the stocking area.

**Items Colored
Like Football**

- (g) Headgear or any other equipment or apparel which, in the opinion of the Referee, may confuse an opponent due to its similarity in color to that of the game football. If such color is worn, it must be broken by stripes or other patterns of sharply contrasting color or colors.

**Improper Glove
Color On Linemen**

- (h) Gloves, wrappings, elbow pads, and other items worn on the arms below or over the jersey sleeves by interior offensive linemen (excluding tight ends) which are of a color different from that which is mandatorily reported to the League Office by the club before July 1 each year. Such reported color must be white or other official color of the applicable team, and, once reported, must not be changed throughout that same season.

**Adhesive, Slippery
Substances**

- (i) Adhesive or slippery substances on the body, equipment, or uniform of any player; provided, however, that players may wear gloves which have a tackified surface if such tacky substance does not adhere to the football or otherwise cause handling problems for players.

**Garments Under
Jerseys**

- (j) Quarterbacks will be allowed to wear under the game jersey a solid color T-shirt, turtleneck or sweatshirt (consistent with team undergarment color) with sleeves cut to any length, as long as both sleeves are evenly trimmed and the edges are sewn and hemmed. All other players may wear garments under game jerseys only if the undergarment sleeves either (a) do not extend below the sleeves of the jersey; or (b) are full-length to the wrist. No other sleeve-lengths for garments under jerseys are permitted for players other than quarterbacks.

Any garments under jerseys which are exposed at the neck or sleeve area and which carry an exposed logo or commercial name must be licensed by NFL Properties and approved by the League Office for wear on the field (see Article 7). All members of the same team who wear approved undergarments with exposed necks or sleeves must wear the same color on a given day, which color must be white or a solid color that is an official team color (solid means that sleeves must not carry stripes, designs or team names).

- Recommended Equipment** **Article 5** It is recommended that all players wear Hip Pads, Thigh Pads and Knee Pads which reasonably avoid the risk of injury. Unless otherwise provided by individual team policy, it is the players' responsibility and decision whether to follow this recommendation and use such pads. If worn, all three forms of pads listed above must be covered by the outer uniform. Basketball-type knee pads are permitted but must also be covered by the outer uniform.
- Optional Equipment** **Article 6** Among the types of optional equipment that are permitted to be worn by players are the following:
- Rib Protectors** (a) Rib protectors ("flak jackets") under the jersey.
- Wrist Bands** (b) Wrist bands, provided they are white or black only.
- Towels** (c) Towels, provided they are white NFL Properties licensed towels approved by the League Office for use on the playing field. Players are prohibited from adding to these towels any personal messages, logos, names, symbols, or illustrations. Such towels also must be attached to or tucked into the front waist of the pants, and must be no longer than 6 x 8 inches (slightly larger size may be issued to quarterbacks, or may be folded to these limits for wearing in games). A player may wear no more than one towel. Players are prohibited from discarding on the playing field any loose towels or other materials used for wiping hands and the football. Streamers or ribbons, regardless of length, hanging from any part of the uniform, including the helmet are prohibited.
- Head Coverings** (d) Head coverings worn under the helmet, e.g., sweat bands and bandannas, are permissible and may be visible in the bench area, provided that they are of a solid color (official team color) and issued by the club, and further provided that no portion hangs from or is otherwise visible outside the helmet during play. Baseball-type caps may be worn in the bench area, provided they are in official team colors and issued by the club.

**Logos and
Commercial
Identification**

Article 7 Throughout the period on game day that a player is visible to the stadium and television audience (including in pre-game warm-ups, in the bench area, and during post-game interviews in the locker room or on the field), players are prohibited from wearing, displaying, or orally promoting equipment, apparel, or other items that carry commercial names or logos of companies, unless such commercial identification has been approved in advance by the League Office. The size of any approved logo or other commercial identification involved in an arrangement between a manufacturer and the League will be modest and unobtrusive, and there is no assurance that it will be visible to the television audience. Subject to any future approved arrangements with a manufacturer and subject to any decision by the Commissioner to temporarily suspend enforcement of this provision governing shoes, visible logos and names of shoes are prohibited, including on the sole of the shoe that may be seen from time to time during the game.

Personal Messages

Article 8 Throughout the period on game day that a player is visible to the stadium and television audience (including in pre-game warm-ups, in the bench area, and during post-game interviews in the locker room or on the field), players are prohibited from wearing, displaying, or otherwise conveying personal messages either in writing or illustration, unless such message has been approved in advance by the League Office. Items such as armbands and jersey patches worn to celebrate anniversaries of events, to promote charities, to recognize causes and campaigns, or to honor or commemorate personages are also prohibited unless approved in advance by the League Office. Further, such armbands and jersey patches must be modest in size, tasteful, non-commercial, and non-controversial; must not be worn for more than one football season; and if approved for use by a specific team, must not be worn by players on other teams in the League.

General Appearance

Article 9 Consistent with the equipment and uniform rules of this Section 3, players must otherwise present a professional and appropriate appearance while before the public on game day. Among the types of activity that are prohibited are use of tobacco products (smokeless included) while in the bench area and use of facial makeup. The Referee is authorized to use his judgment in determining whether any other unusual appearance or behavior is violative of this Article 9.

Penalties:

- (a) For violation of this Section 3 discovered during pregame warmups or at other times prior to the game, player will be advised to make appropriate correction; if violation not corrected, player will not be permitted to enter the game.
- (b) For violation of this Section 3 discovered while player in game: player will be advised to make appropriate correction at the next change of possession; if violation not corrected, player will not be permitted to enter the game. Provided however, if the violation involves the competitive aspects of the game (e.g. illegal kicking toe of shoe, an adhesive or slippery substance), player will be suspended immediately upon discovery.
- (c) For repeat violation: disqualification from game.
- (d) For illegal entry or return of a player suspended under this Section 3: loss of five yards from succeeding spot and removal until properly equipped after one down.
- (e) For violation of this Section 3 detected in the bench area: player and head coach will be asked to remove the objectionable item, properly equip the player, or otherwise correct the violation. The involved player or players will be disqualified from the game if correction not made promptly.

SUPPLEMENTAL NOTE

In addition to the game day penalties specified above, the Commissioner may subsequently impose independent disciplinary action on the involved player, up to and including suspension from the team's next game—preseason, regular season, or postseason, whichever is applicable.

USE OF THE HELMET

All football helmets in use in the National Football League must carry a special warning label. If your helmet does not have such a label, please see your equipment manager for a replacement. Do not remove existing labels under any circumstances.

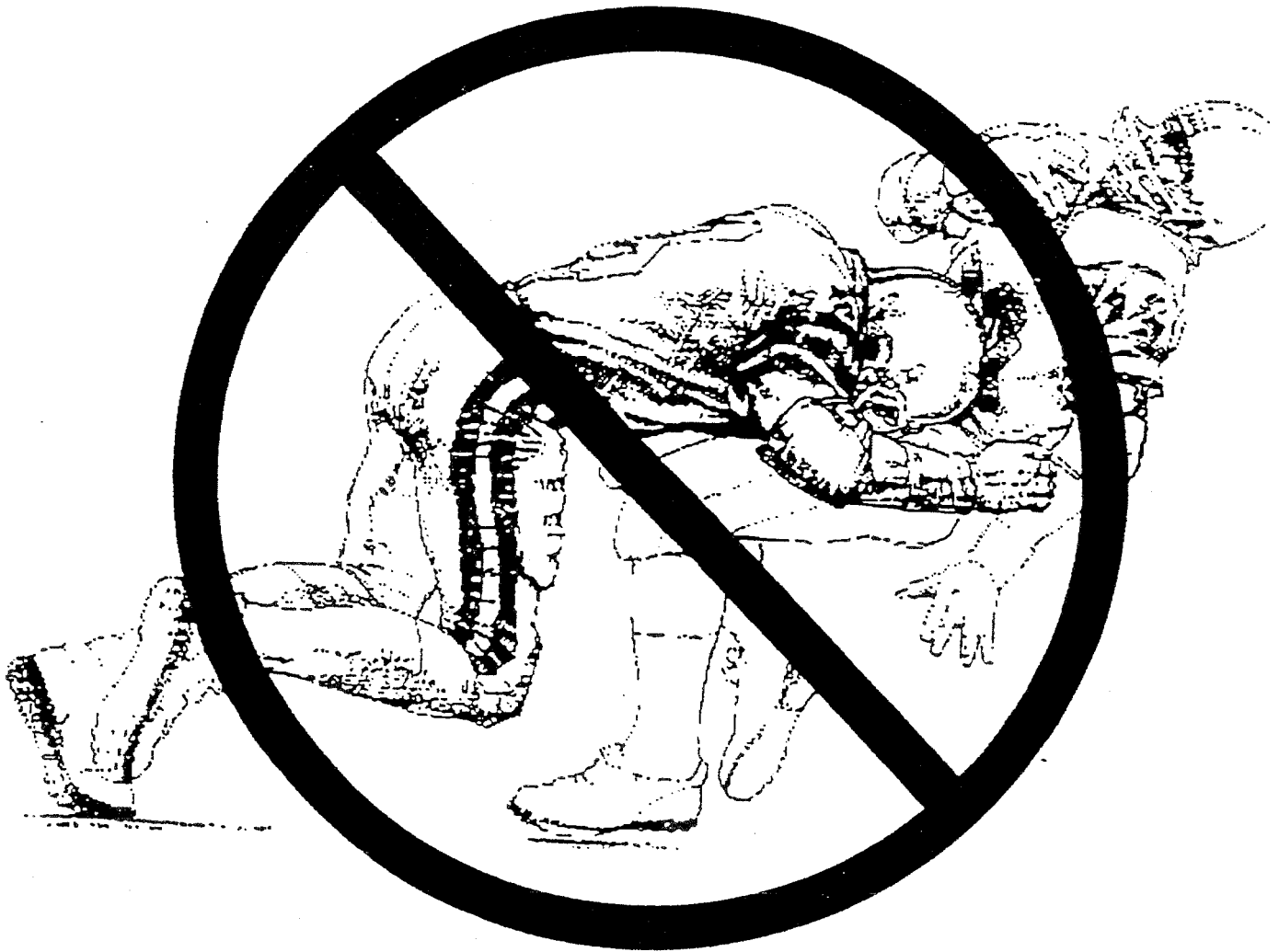
Read the warning carefully and heed its message at all times.

1996 TRAINING CAMP

PLAY
HEADS-UP

FOOTBALL!

Don't Block or Tackle With the Top of Your Helmet



Remember...

SEE WHAT YOU HIT!

PROTECT YOUR SPINE AND NECK

PRO LINE POLICY

Note to All NFL Players: The Pro Line policy is designed to protect the commercial arrangements the National Football League has with specific licensees, as well as ensure the integrity and quality of apparel worn on gameday. The Pro Line program ultimately benefits all players in the League and any attempts by players and/or non-licensed vendors to disrupt this program will be subject to severe discipline.

A. GENERAL POLICY

1. All apparel worn on the sidelines by NFL Players and Football Staff personnel must be officially licensed or authorized for use by the NFL and NFL Properties.
2. Use of unauthorized or non-licensed products on gameday will be strictly forbidden and is subject to disciplinary action by the NFL.
3. Removal or mutilation of any manufacturer's logos or authorized patches from any Pro Line apparel by any player or team personnel is strictly prohibited.
4. Any questions regarding authorized apparel should be directed to the team Equipment Manager or the following NFL personnel:

NFL Operations:	Tim Davey	(212) 758-1500
NFL Properties:	Bill Hampton	(212) 848-9428

B. APPAREL CATEGORIES/RULES—GAMEDAY

1. Outerwear

All players active or inactive must wear the outerwear designated for their team.

2. Headwear

All players will be required to wear their team's designated players' caps unless that player has been designated by an authorized/licensed cap manufacturer as a player cap exemption.

NOTE: Prior to the season, each authorized/Pro Line licensed cap manufacturer will submit a list of their designated player cap exemptions. Team Equipment Managers will have a full list of NFL Pro Line player cap exemptions.

3. Game Uniforms

All players must wear the uniform provided by the authorized/licensed manufacturer that has been designated for their team.

4. Footwear

- (a) All footwear must meet approval of NFL Uniform Code Policy.
- (b) Nike, Reebok and Pro Moves are authorized footwear suppliers.

5. Footwear Rules

- (a) All players may wear Reebok, Nike or Pro Moves brand identified shoes.
- (b) Players may opt to use other brands of footwear but must cover all brand identification.
- (c) No manufacturer's logo may be applied to any brand of shoes once they have been spatted.
- (d) Players will be allowed to cut windows in a spat to expose Reebok, Nike or Pro Moves manufacturers' logos only.

NOTE: For competitive purposes, Kickers and Punters may wear their shoe of choice, but all footwear must meet NFL approval.

6. Helmets

- (a) Riddell is the official helmet of the NFL.
- (b) All brand identification on helmets, other than Riddell, must be removed or covered at all times. This includes chinstraps, and front and rear panels.

7. Gloves/Wristbands

- (a) All gloves and wristbands must be approved/licensed by the NFL Competition Committee and NFL Properties. Wristbands worn must be white or black only.

8. Thermal Wear/Undershirts

- (a) All players are required to wear the thermal wear that corresponds with their team uniform manufacturer or non-brand identified thermal wear.

NOTE: Maxit thermal wear may be worn by all players.

Each team Equipment Manager will receive a full list of approved Pro Line apparel prior to August 1, 1996.

ENFORCEMENT OF UNIFORM AND PRO LINE POLICIES

In 1996 the League will strictly enforce the Uniform and Equipment Rules and NFL Properties' Pro Line Policy. Following are the procedures:

1. Each team will designate one staff member (preferably an assistant coach or a high-level executive) to be its contact with game officials on policies governing uniforms and Pro Line. Teams must notify Gene Washington at the League office as to who their designee will be no later than July 15.
2. The team designee must meet with a designated game official (either the umpire or the side judge) and a League representative one-half hour before kickoff at the 50-yard line in the designee's team bench area. The designated game official and the League representative will inform the team designee of any equipment, uniform or Pro Line violations.
3. Team designees are responsible for reporting violations to their respective head coaches. The team then must inform involved players of equipment, uniform, and Pro Line violations.
4. Before kickoff, team designees are responsible for bringing violators to the designated official for clearance in front of their bench areas. If violations are not corrected Player(s) will not be permitted to enter the game.
5. During the game, any player in view of the stadium audience who is in violation of the equipment and uniform rules will be reported to the team designee, who is responsible for correcting the violation during the next change of possession or other appropriate stoppage (in the judgment of the official). The player will not be allowed to return to game action until the violation is corrected.
6. Players who violate the Pro Line policy in view of the stadium audience after the game has started will be subject to League discipline, with a first offense resulting in a fine.
7. Players whose equipment or uniform violations are not detected by game officials, who repeat violations on the same game-day after having been corrected earlier, or who participate in the game despite not having corrected a violation when instructed to do so are subject to League discipline. First offenses will result in fines.

MEMORANDUM

TO: Commissioner Tagliabue
FROM: NFL Injury & Safety Panel
DATE: February 13, 1996
SUBJECT: ProCap Helmet Device

The NFL Injury and Safety Panel, in coordination with its Subcommittee on Mild Brain Trauma, has been asked to provide an opinion on the helmet device commonly referred to as the ProCap.

The Panel believes the ProCap presents a theoretical increased risk of injury. Although no formal studies have been performed, the Panel believes that certain characteristics of the ProCap may contribute to catastrophic neck injury, including possible death. The Panel further believes that the ProCap may act as a heat insulator and may potentially contribute to heat exhaustion, heat stroke, and other heat-related injuries or illnesses.

The Panel provides this opinion to expand the information available to players who are considering using the device. Because each player currently is entitled to select his own helmet, within the specifications set forth in the NFL uniform code, players are not prohibited from using the ProCap. However, players should understand that they use the ProCap at their own risk and that the standard helmet manufacturer's warranty may be negated or modified by the use of the ProCap.

Players are encouraged to consult with their teams' medical personnel if they have further questions about the ProCap helmet device.

PERSONAL APPEARANCES

Personal appearances fall into two categories. The first is regarded as community relations, and the other is commercial.

When a request is received by the Public Relations Department, it is standard procedure that the party making the request is asked to submit a letter which includes the budget and a list of Dolphin players they would prefer.

When that list is received, we start at the top and work our way down until we find a player who can fill the commitment.

It is obvious then, that veteran players are going to be called more frequently than younger players.

When we receive requests for "a" Dolphin, we attempt to spread these around as best we can. But it should be understood that the extremely lucrative endorsements are rare indeed, and when they do come, they are for a specific player.

As in the past, we are asking the veterans to give us one free appearance for community, and the rookies two each.

If a player makes an appearance for a charity or other worthwhile cause, or has scheduled an appearance in the future, please let Fudge Browne know (452-7120) so that we can keep our calendar up to date.

Records are kept on all of the above material and are available should you wish to see them. The important thing is – if you have a question regarding appearances, please contact Fudge Browne.

RECOMMENDED "CANCELLATION CLAUSE"
FOR PLAYER APPEARANCE/ENDORSEMENT CONTRACTS

At the request of players and their representatives, the League has developed a "cancellation clause" that might be used in appearance and endorsement contracts to provide a basis for a player to be excused from performing a contract in the event that performance would amount to conduct detrimental to the League or professional football:

The parties to this agreement acknowledge that a condition of Player's performance of the obligations set forth herein is that such performance will not require Player to violate NFL policies regarding gambling association or other conduct detrimental to the League or professional football. The parties agree that in the event that the Commissioner of the NFL or his designee judges that Player's performance of this agreement has violated or would violate such policies, Player is excused from further performance of this agreement and, if and as applicable, his compensation under this agreement shall be adjusted proportionately.

Use of a "cancellation clause" is not mandatory and will depend on the circumstances of each particular contract. Players are advised to have their representatives review all contracts and devise a "cancellation clause" as necessary and appropriate.

1996 TRAINING CAMP

COOPERATION WITH NEWS MEDIA

Reasonable cooperation with the news media is essential to the continuing popularity of our game and its players.

It is important that each coach and player be courteous and prompt in appointments with radio and television broadcasters and newspaper reporters. Please recognize that each member of the media, like you, has a job to perform.

A player's obligation to offer reasonable media cooperation is set forth in his NFL Player Contract, Paragraph 4 of which reads in part: "Player will cooperate with the news media and will participate upon request in reasonable promotional activities of Club and League". This is underscored in the Collective Bargaining Agreement, in which the NFL Players Association pledges to "use its best efforts to ensure that the players cooperate with the clubs and the news media in reasonable promotional activities on behalf of the clubs and the NFL."

Each NFL club has been instructed by the Commissioner to remind its players of this obligation under their contract, union agreement, and club and League policies. In cases of significant violations, a club may be fined no less than \$1,000.00 for each incident, escalating to more serious disciplinary action for consistent violators.

The club's Media Relations staff is available to assist you at all times in your dealings with the media. To this end, the public relations department will make an effort to arrange appointments that will serve your best interests and be of value to you not only during your NFL years, but also in your personal business endeavors. We encourage you to seek their advice.

We expect you to fulfill your professional obligation to be available to the media during designated times of the week. During the normal practice week, your locker room will be open to the media at least three times per week (Monday, Wednesday, and Thursday if you are off Tuesday) for a minimum of 30-45 minutes per day. Following games, the locker room will remain closed for 10-12 minutes before opening to all members of the media, including women. In order to afford you reasonable privacy, your team will screen off the shower area in your locker room and provide you with wrap-around towels or other appropriate clothing.

Selected players will be asked each week to spend a few minutes after practice on Friday or Saturday with the announcers from the network televising your game. In addition, one player each week will be requested to speak to a group of reporters in the city of your upcoming opponent by telephone conference call. These are both good opportunities to provide positive information about you and your team to influential members of the media. Your cooperation is expected.

The media is a direct link between you and the fans who support our game. Therefore, it is important to you and this club that you present yourself to the media in a manner and style in which you yourself would like to be received and treated.

Remember that cooperating with the news media is part of your job. Take advantage by making it work in the best interests of you and your team.

Jimmy Johnson
Head Coach

1996 Training Camp

TO: ALL MIAMI DOLPHIN PLAYERS

FROM: MEDIA RELATIONS DEPARTMENT
(Harvey Greene, Mike Hanson, Gayle Baden)

COMMUNITY RELATIONS DEPARTMENT
(Fudge Browne, Richard Kelly, Scott Chait, Jeannie Beach)

RE: 1996 MEDIA AND PUBLIC RELATIONS
(VETERANS PLEASE NOTE NEW INFORMATION)

The National Football League is America's most popular sports attraction. This popularity provides you with a unique stature as a celebrity in the South Florida community. It is in your best interest to take advantage of this situation by developing a good relationship with the media and the fans.

There is a page in your playbook on the importance of cooperating with the news media. This obligation also is emphasized in Paragraph 4 of your contract and in the Collective Bargaining Agreement. **Please remember when you talk to a reporter that through him, you are talking to the fans who support the game. What you say will be read or heard by the fans, your teammates, your coaches, your family and by businessmen in the community who may be able to help you. Especially keep in mind the example you set for children who look up to you as role models.**

Dolphin players have an excellent reputation for cooperation with the media. It is one of the reasons for our team's great popularity. With your help, this tradition will continue.

The Media Relations and Community Relations Department is ready to assist you in your dealings with the media and the public. Following is a profile of the South Florida media and a description of the Club's media and community relations policies.

The Media

Miami Herald

- Armando Salguero and Greg Cote cover the Dolphin beat.
- Edwin Pope and Dan LeBatard are the columnists.
- Clark Spencer, Steve Wyche, and Bob Rubin also cover the Dolphins and the NFL.

Ft. Lauderdale Sun-Sentinel

- Jason Cole covers the Dolphin beat.
- Dave Hyde is the columnist.
- Charles Bricker, Craig Barnes and Rachel Alexander also cover the Dolphins and NFL.

Palm Beach Post

- Pat McManamon covers the Dolphin beat.
- Dave George, Dan Moffett, and Greg Stoda are the columnists.
- Dan Graziano also covers the Dolphins and the NFL.

Ft. Myers News Press

- Rick Weber covers the Dolphin beat.

El Herald (Spanish)

- Luis Perez covers the Dolphin beat.

Tampa Tribune

- Joe Frisaro covers the Dolphin beat.

Associated Press

- Steve Wine covers the Dolphin beat.
His stories run on AP's national sports wire, which is received by every newspaper and TV station in the country.

Dolphin Digest

- It is the second largest team publication in sports.
- Andy Cohen is the editor.
- Tom Curtis, Alain Poupart, and Kevin Kaminsky also contribute stories.

WIOD Radio (610 AM)

- WIOD originates radio broadcasts of all Dolphin games.
- Bill Zimpher handles the play-by-play while Jim Mandich provides the color analysis.
- Jeff DeForrest and Kim Bokamper handle the pre- and post-game shows.

WCMQ Radio (1210 AM)

- WCMQ originates Spanish language broadcasts of all Dolphin games.
- Rene Giraldo and Roly Martin are the broadcasters.

WQAM Radio (560 AM)

- All Sports. This is the only all-sports talk radio station in the South Florida market. Major personalities host talk shows at the following times:
 - Joe Rose - 6:00 AM to 10:00 AM
 - Joe Zagacki - 12:00 Noon to 4:00 PM
 - Hank Goldberg - 4:00 PM to 7:00 PM

- WINZ Radio (940 AM)**
- All-news station in South Florida with heavy sports coverage.
 - Dave Lamont, Cory Saban, and Phil Latzman cover the Dolphins.
- WTVJ-TV (Channel 6)**
- The NBC affiliate in Miami. They televise most of our games.
 - Channel 6 also carries the Jimmy Johnson Show, which is produced jointly by the station and the Dolphins.
 - Tony Segreto is the Sports Director and does the 11:00 PM sportscast.
 - Craig Minervini, Joe Rose, and Karie Ross also report sports.
- WSVN-TV (Channel 7)**
- The FOX affiliate in Miami. WSVN carries most of the NFC games.
 - Jay Huyler is the Sports Director and does the 10:00 PM sportscast.
 - Ducis Rodgers and Len Ping also report the sports.
- WPLG-TV (Channel 10)**
- The ABC affiliate in Miami. WPLG carries ABC Monday Night Football.
 - Jimmy Cefalo is the Sports Director and does the 11:00 PM sportscast.
 - Frank Forte and Janib Abreu also report sports.
- WFOR-TV (Channel 4)**
- The CBS affiliate in Miami.
 - Joe Zagacki is the Sports Director and does the 11:00 PM sportscast.
 - Steve Shapiro and Ned Smith also report sports.
- WLTW-TV (Channel 23)**
- One of the two Spanish TV stations in Miami.
 - German Rios reports sports.
- WSCV-TV (Channel 51)**
- One of the two Spanish stations in Miami
 - Raul Striker and Roly Martin reports sports.
- WPTV-TV (Channel 5)**
- The NBC affiliate in Palm Beach. They televise most of our games.
 - Anthony Pittman is the Sports Director and does the 11:00 PM sportscast.
 - Justin Farmer and Lisa Matejick also report sports.

WPBF-TV (Channel 25)

- The ABC affiliate in Palm Beach. They carry ABC Monday Night Football.
- Dan Oliver is the Sports Director and does the 11:00 PM sportscast.

WPEC-TV (Channel 12)

- The CBS affiliate in Palm Beach
- Marc Goldberg is the Sports Director and does the 11:00PM sportscast.

SportsChannel

- This is a state-wide cable network owned by Wayne Huizenga.
- Three shows — "The Jimmy Johnson Show," "The Dan Marino Show," and "The Miami Dolphin Magazine Show" are jointly produced by the Dolphins and SportsChannel.

These are the major media you will deal with in South Florida. In addition, you will see and hear a lot from other Florida newspapers and radio stations in such areas as Orlando and Tampa-St. Petersburg.

You also can expect to deal with reporters from outside South Florida. This includes the three television networks (CBS, NBC, ABC), cable TV networks like ESPN, TNT and HBO, USA Today, Sports Illustrated, plus newspapers and radio and TV stations from the cities of opposing teams (New York Times, Washington Post, Philadelphia Daily News, etc.).

Each week during the season, the network televising our game requests to visit with Coach Johnson and a few players for 10 minutes each the day or two before the game. This helps the network announcers immensely in preparing for their broadcast. If we are at home, these interviews will take place Friday afternoon or Saturday morning after practice in one of our meeting rooms. On the road, the interviews are done after practice in the visiting city. We appreciate your cooperation on this matter.

POLICIES

Training Camp

Reporters are permitted to interview players during lunch either in the locker room or outside the cafeteria. Interviews also are allowed following the conclusion of afternoon meetings.. The locker room at training camp is closed to reporters. At lunch, reporters are asked not to interview players while they are eating. When you are finished eating, you should go outside of the cafeteria to visit with the reporter. You also will receive phone messages to call reporters, which you should do promptly.

Dolphins Locker Room

The locker room at our facility in Davie is open for approximately 45 minutes each day during the season. That time is 12 noon to 12:45 p.m. daily. Other interviews may be conducted at other times outside the locker room, or outside the complex. **Women reporters are permitted in the locker room.** The heaviest media coverage during the week normally is during your lunch break (11 a.m. to 1 p.m.) on Monday, Wednesday, and Thursday. Practices are closed to the media until the last 15 minutes. **A Reminder** - When you in the locker room, be sure to wear a wrap-around towel or shorts - even if you are going directly to the shower. There are a number of women in the media. Also, from time to time, women employees and tour groups will be in the open areas outside the locker room.

Post-Game Interviews

In accordance with NFL policy the locker room at Joe Robbie Stadium is open to reporters following all games. Interviews are conducted in the locker room and in a special interview room for Coach Johnson and selected players. There will be a 10-12 minute cooling off period before the locker room is opened to the media. On the road, our locker room is also open to reporters.

Because the locker rooms are open to female reporters, players are encouraged to wear wrap-around towels and robes or shorts in the locker area when going to and from the showers. This year, larger wrap-around towels will be provided for this purpose - both at home and on the road.

NOTE: Female reporters are an important part of life in the NFL. They are to be treated fairly, professionally, and with the same respect and courtesy as male reporters. Any misconduct in this area will be reported to Coach Johnson for appropriate disciplinary action.

Returning Telephone Calls

The Media Relations Department receives numerous requests for player phone interviews. These calls are carefully screened. If you receive a message from the PR department to call a reporter, you are expected to return the call. Most of these calls are from reporters in the city of our upcoming opponent.

Home Telephone Numbers

According to NFL policy, home telephone numbers may be given to reporters if you fail to return their phone calls. However, as a matter of practice, the Dolphins never give out home telephone numbers to any member of the media. You can help us continue that policy by returning all phone calls promptly; otherwise, we might be directed by the League to provide the media with those phone numbers despite our desire to keep them confidential.

Appearances

Fudge Browne of our Community Relations Department coordinates player appearances, most of which occur during the off-season. A variety of clients request players for autograph and photo sessions, grand openings, or speaking engagements at meetings and banquets. Please call Fudge when the season is over to discuss your availability. It is a good way to meet people and make some extra money.

Charity Involvement

As a Dolphin player, you are in an excellent position to help charitable causes with minimal effort. The Dolphins and the NFL are proud of their tradition of service to worthy causes. You are encouraged to become involved in at least one community service endeavor a year. This can entail simply lending the use of your name to a charity for promotional purposes, or appearing at an organization's function, or filming or taping a public service announcement. Our players have always done an excellent job in this area. Please contact Fudge Browne with any charity interests you may have.

Fan Mail

The Miami Dolphins acknowledge the importance of answering fan mail and to assist in this matter **all fan mail** returned to the Mail Room for shipment is **free of charge**. The Mail Room also provides upon request: envelopes, cardboard for pictures, labels, shipping information, etc. **PLEASE NOTE** – While fan mail is free of charge, **all personal mail shipped must be paid for in advance.**

BENCH ORGANIZATION

OFFENSE

DEFENSE

LINEMEN

LB'ERS

DEF. BACKS

TABLE

PHONE

QBS

RECEIVERS

BACKS

LINEMEN

ALL OTHERS

12 FT.

12 FT.

CHARTERS

COACHES

PLAYERS WITH GAMES FUNCTIONS

6 FT.

6 FT.

OFFICIALS ONLY

4 5

5 0

4 5

POSITIONS OF GAME OFFICIALS

BACK JUDGE

FIELD JUDGE

SIDE JUDGE

MS

C

C

UMPIRE

LINE JUDGE

M

E

T

M

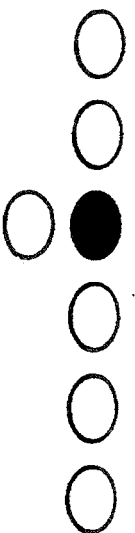
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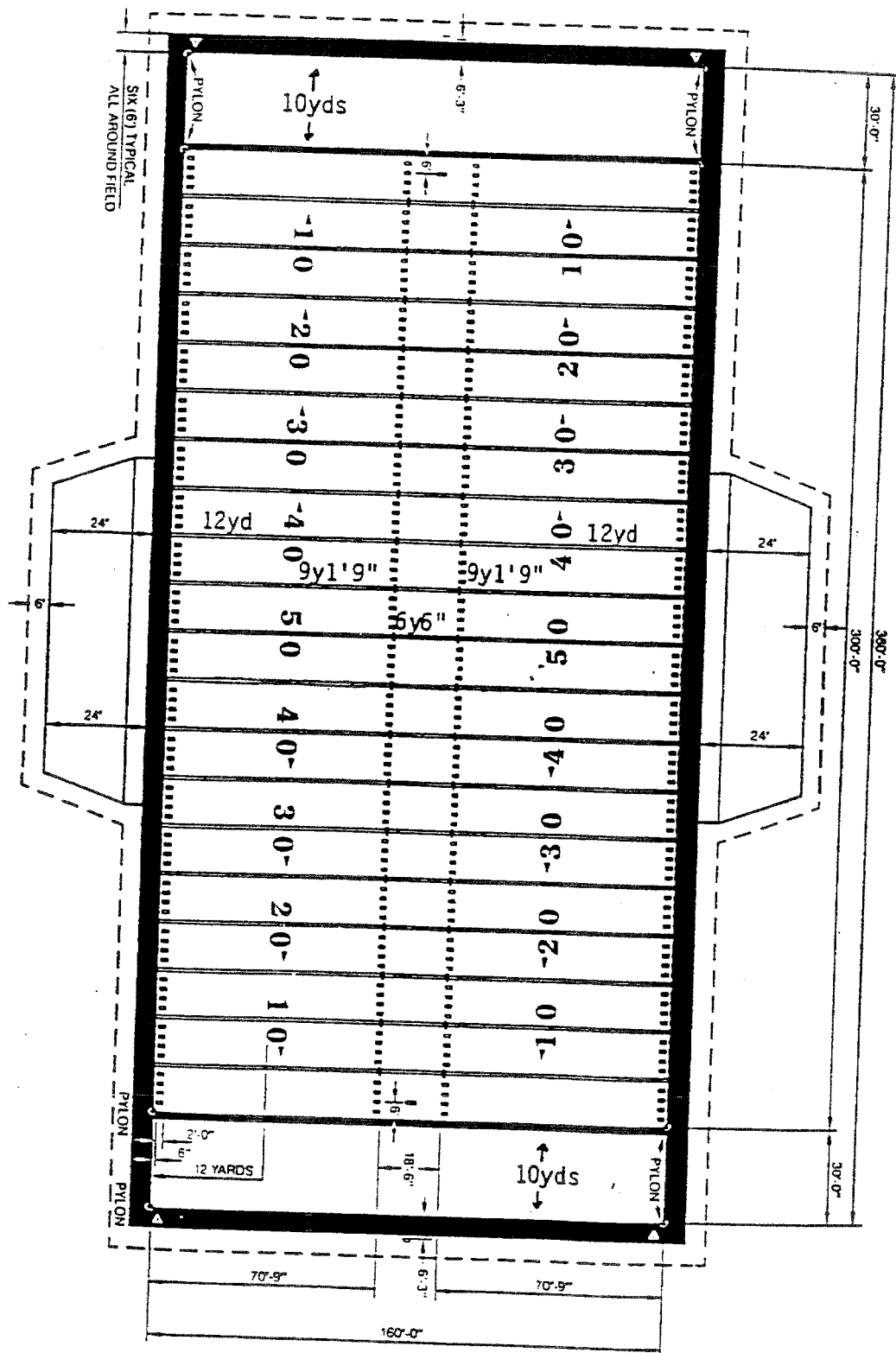
HEAD LINESMAN



REFEREE

C
H
A
I
N

Plan of the Playing Field



OFFENSIVE INFORMATION

"HOLE NUMBERING"

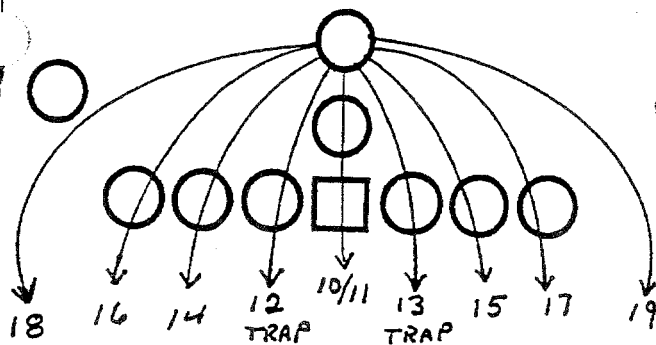
8 (6) (4) (2) (0/1) (3) (5) (7) 9

1. HOLE NUMBERS WILL BE EVEN TO DEFENSIVE LEFT; ODD TO THE DEFENSIVE RIGHT.
2. 0/1 HOLES DIRECTLY OVER THE CENTER.
3. 2 THROUGH 7 ARE DIRECTLY OVER AN OFFENSIVE LINEMAN.
4. 8 AND 9 HOLES ARE WIDE OR SWEEP HOLES.

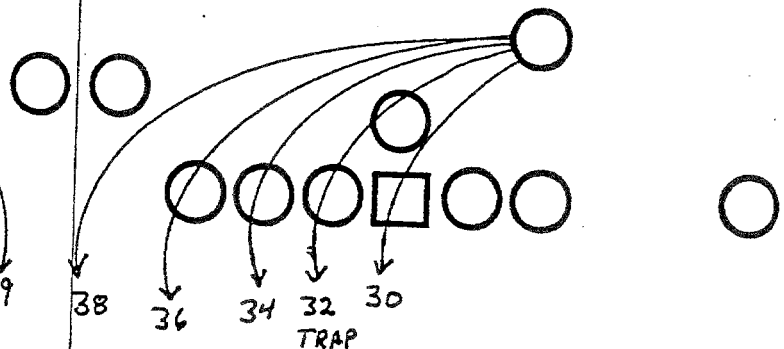
PLAY NUMBERING

PLAYS WILL BE CALLED USING TWO NUMBERS. THE FIRST NUMBER REFERS TO THE LOCATION OF THE BALL CARRIER AND THE SECOND NUMBER REFERS TO THE POINT OF ATTACK.

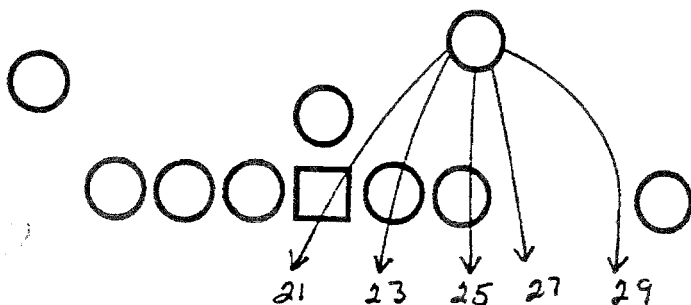
WHEN THE BALL CARRIER IS ALIGNED IN THE FB POSITION (DIRECTLY BEHIND CENTER) EQUALS -- TEEN SERIES PLAYS.



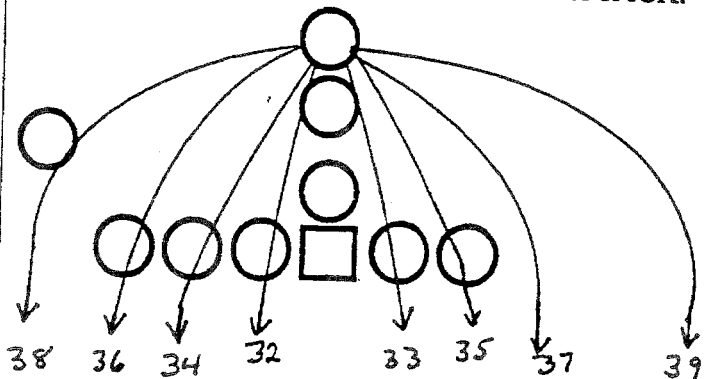
WHEN THE BALL CARRIER AND THE POINT OF ATTACK ARE ON OPPOSITE SIDE OF FORMATION, EQUALS -- 30 SERIES PLAYS



WHEN THE BALL CARRIER AND THE POINT OF ATTACK ARE ON THE SAME SIDE ON FORMATION -- 20 SERIES PLAYS

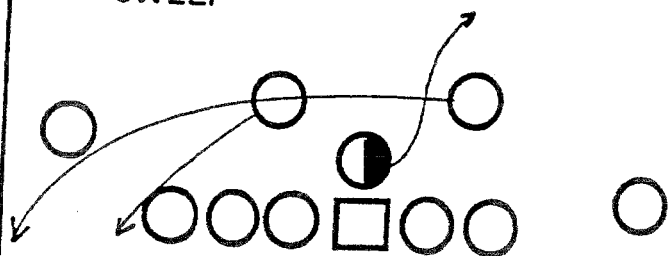


WHEN THE BALL CARRIER IS THE DEEP BACK OF AN "I" FORMATION. THESE PLAYS WILL BE 30 SERIES PLAYS TO THE POINT OF ATTACK.

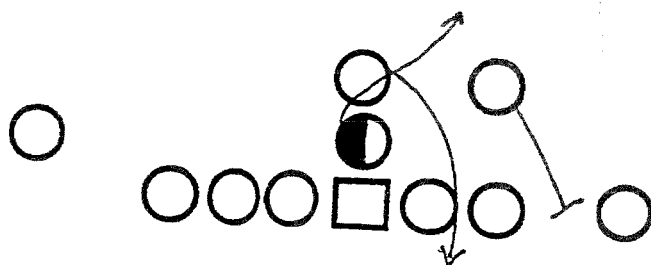


BACKFIELD SERIES ACTION

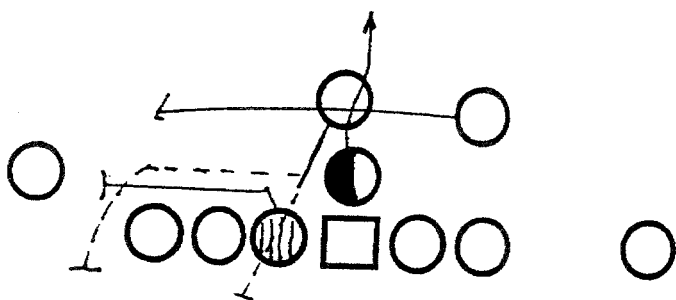
SWEEP



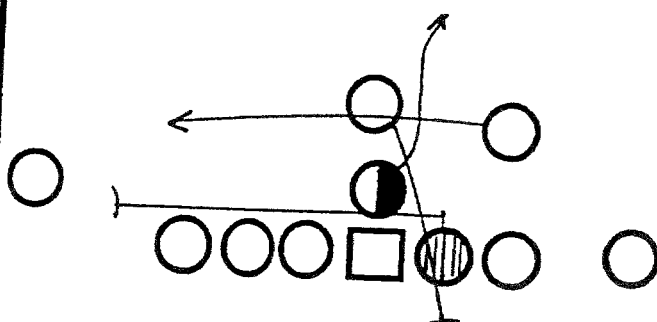
STRETCH



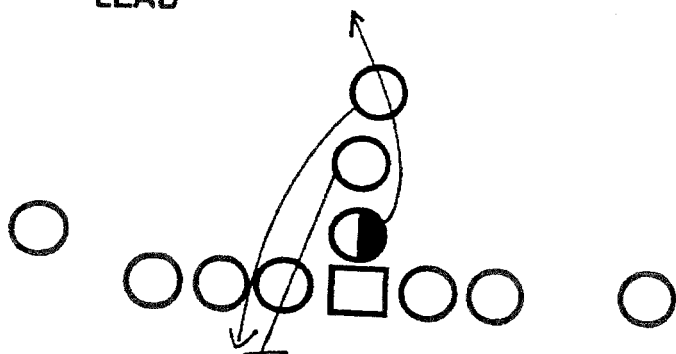
RIDE (R)



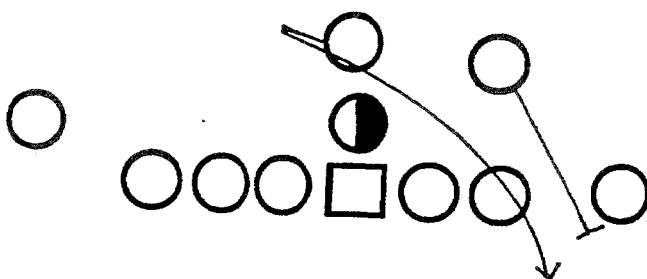
PLUNGE (P)



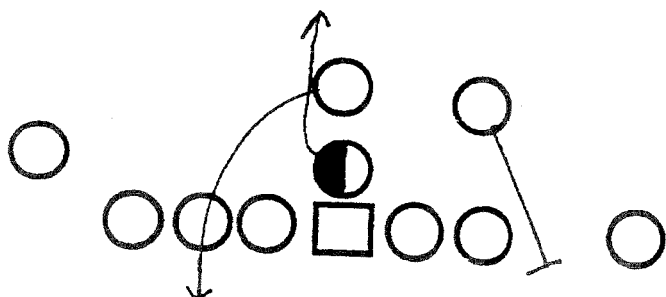
LEAD



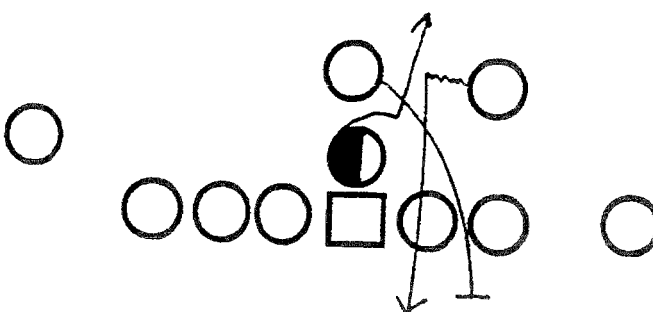
JAB - COUNTER



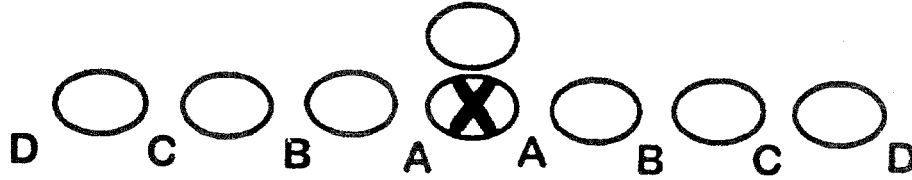
DIVIDE



LAG



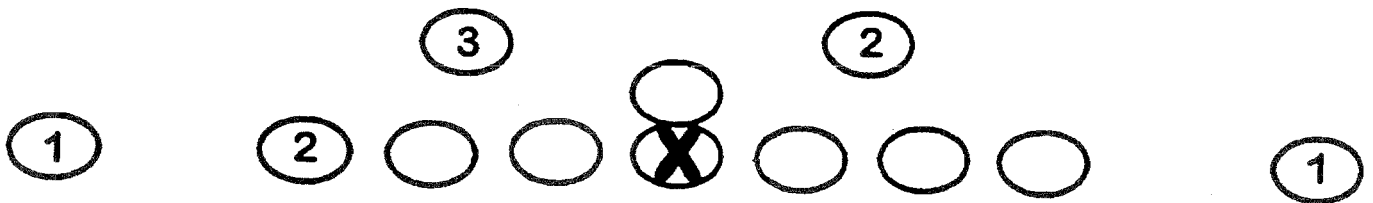
GAP LABELING



1. GAPS LABELED FROM INSIDE OUT -

A - CENTER/GD GAP
B - GUARD/TACKLE
C - TACKLE/END
D - OUTSIDE

RECEIVER NUMBERING



2. RECEIVERS NUMBERED FROM OUTSIDE IN -

- WIDEST RECEIVER FROM OUTSIDE IS #1
- NEXT INSIDE RECEIVER IS #2
- NEXT INSIDE RECEIVER IS #3

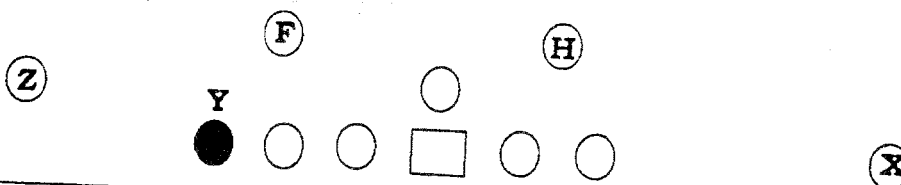
NOTE: THIS NUMBERING APPLIES NO MATTER WHO THE RECEIVER IS (ie: WIDE OUT, TE, HB, etc.)

OFFENSIVE FORMATIONS AND STRENGTH RECOGNITION

THE STRENGTH OF THE OFFENSIVE FORMATION IS TO THE TWO (2) RECEIVER SIDE

NORMAL PERSONNEL = 2 WIDE REC + 2 BACKS + 1 TIGHT END
 REGULAR FORMATION = STRENGTH = FLANK (Z) AND TIGHT END (Y)

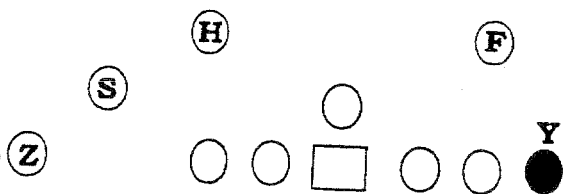
"STRONG LEFT"



NORMAL PERSONNEL

OPPOSITE: STRENGTH = FLK(Z) & SLOT (S)
 OPPOSITE RED LEFT

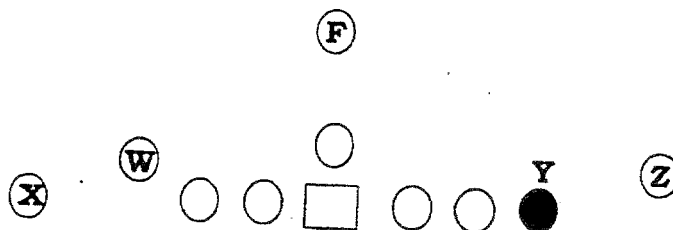
"STRONG LEFT"



NORMAL PERSONNEL

REGULAR: STRENGTH = FLK(Z) & TE (Y)
 WING RIGHT

"STRONG RIGHT"



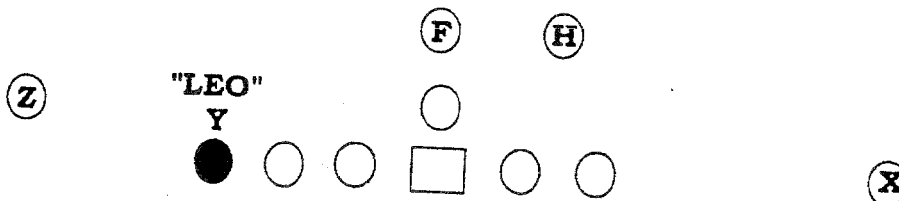
IDENTIFY TITE END SIDE

TITE END SIDE = TO THE TIGHT END (Y)
 OPEN SIDE = AWAY FROM THE TITE END
 LB's WILL MAKE "LEO/REX" CALL TO IDENTIFY THE T.E.

BROWN LEFT

"TITE END SIDE"

"OPEN SIDE"



OPPOSITE I LEFT

(H) PERSONNEL

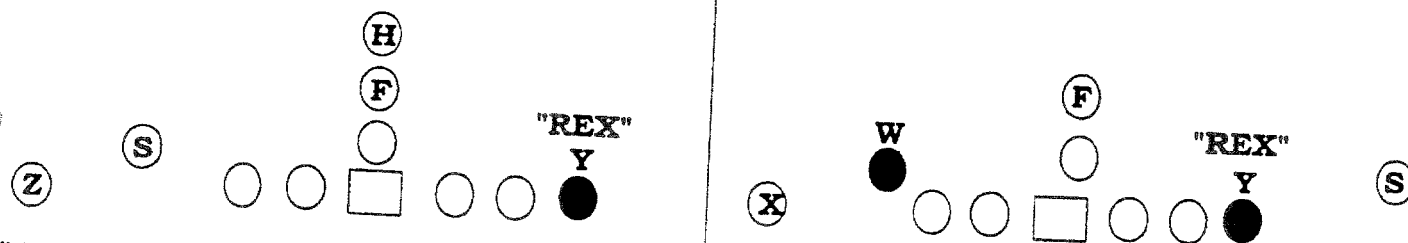
(H) WING RIGHT

"OPEN SIDE"

"END SIDE"

"OPEN SIDE"

"TITE END SIDE"

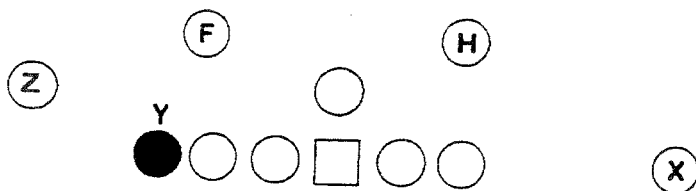


OFFENSIVE PERSONNEL GROUPINGS

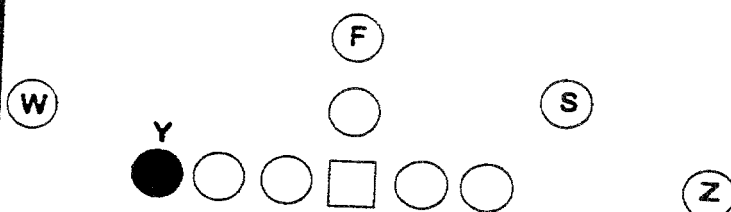
NORMAL	2WR-2RB-1TE
"H"	2WR-1RB-2TE
2 TITES OR DOUBLE TIGHT	1WR-2RB-2TE
3 TITES OR TRIPLE TIGHT	1WR-1RB-3TE
JUMBO	0WR-2RB-3TE
"Q"	3WR-1RB-1TE
"S"	3WR-2RB-0TE
4 WIDES	4WR-1RB-0TE
5 WIDES	5WR-0RB-0TE

OFFENSIVE PERSONNEL GROUPINGS

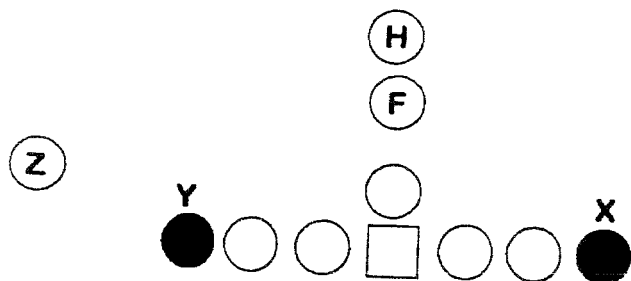
NORMAL PERSONNEL = 2WR+2BKS+1TE
RED LEFT



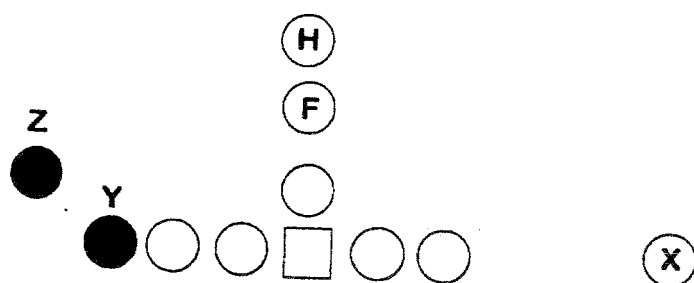
NORMAL PERSONNEL = 2WR+2BKS+1TE
ORANGE RIGHT



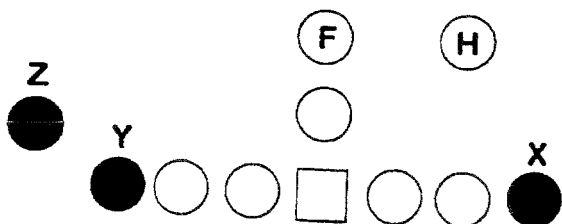
DOUBLE TITE PERSONNEL =
2TE+2BKS+1WR
(2T) I RIGHT NEAR



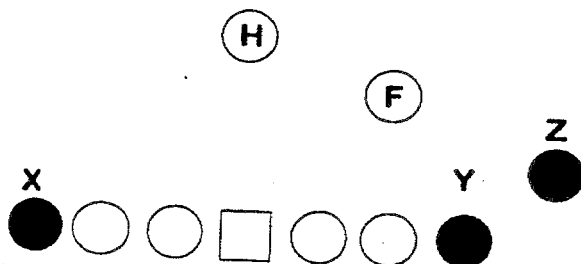
DOUBLE TITE PERSONNEL =
2TE+2BKS+1WR
(2T) I LEFT PAIR



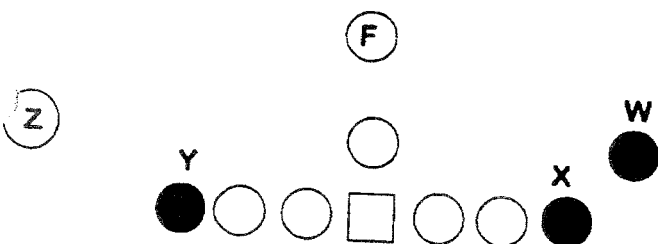
JUMBO PERSONNEL = 3TE+2BKS
JUMBO BROWN LEFT NEAR PAIR



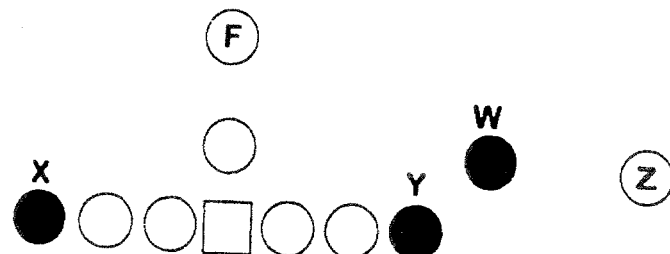
JUMBO PERSONNEL = 3TE+2BKS
JUMBO YELLOW I RIGHT NEAR PAIR



TRIPLE TITE PERSONNEL =
3TE+1BK+1WR
(3T) WING LEFT NEAR PAIR

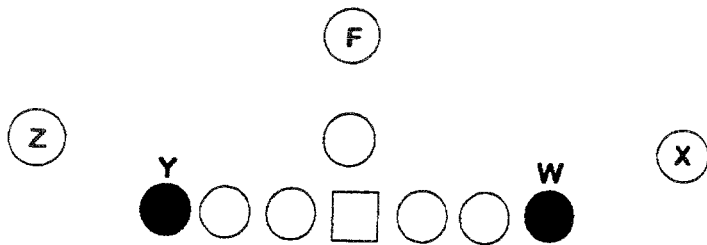


TRIPLE TITE PERSONNEL =
3TE+1BK+1WR
(3T) FLOOD RIGHT NEAR PAIR

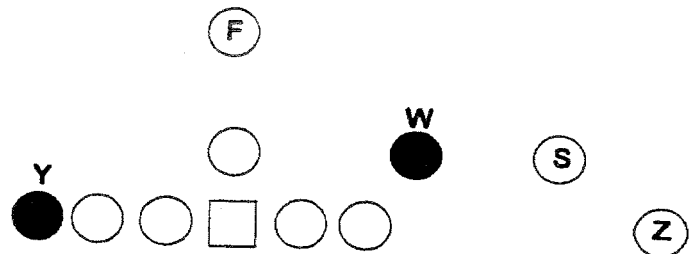


OFFENSIVE PERSONNEL GROUPINGS con't.

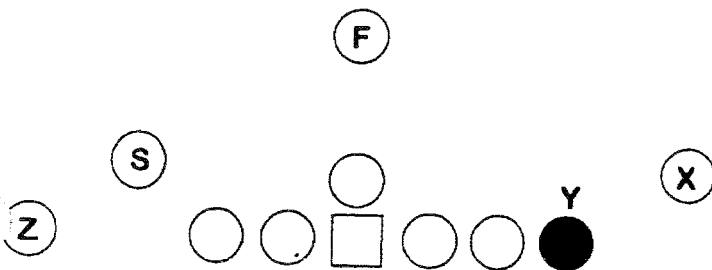
(H) PERSONNEL = 2TE+2WR+1BK
(H) WING LEFT



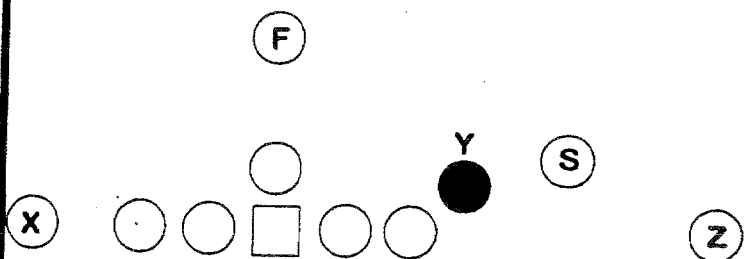
(H) PERSONNEL = 2TE+2WR+1BK
(H) OPPOSITE FLOOD RIGHT



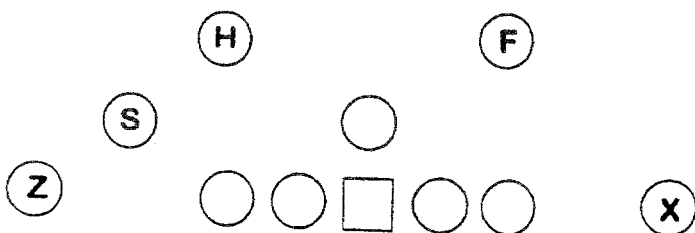
(Q) PERSONNEL = 3WR+1TE+1BK
(Q) WING LEFT



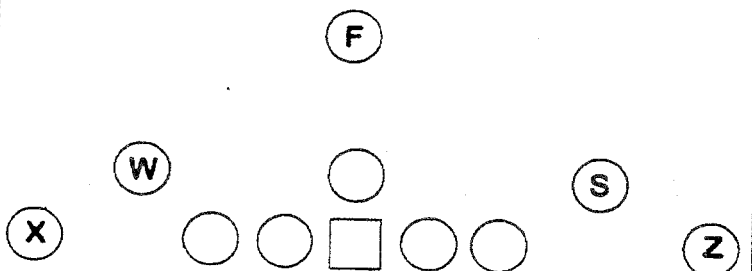
(Q) PERSONNEL = 3WR+1TE+1BK
(Q) FLOOD RIGHT



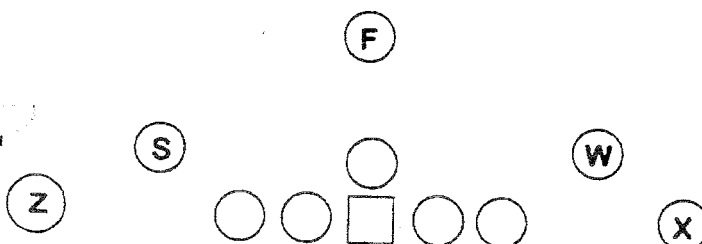
(S) PERSONNEL = 3WR+2BKS-NO TE
(S) RED LEFT



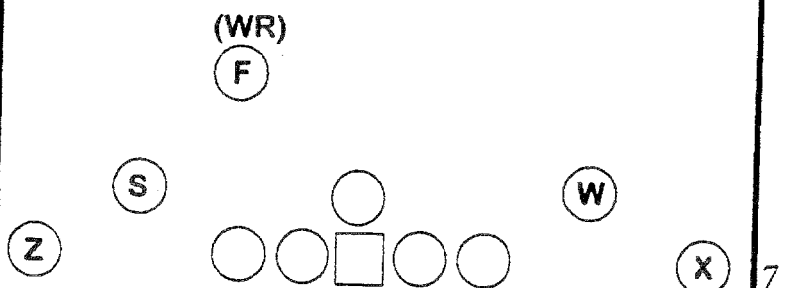
(S) PERSONNEL = 3WR+2BKS-NO TE
(S) WING RIGHT



(4W) 4-WIDE PERSONNEL = 4WR + 1BK
(4W) WING LEFT

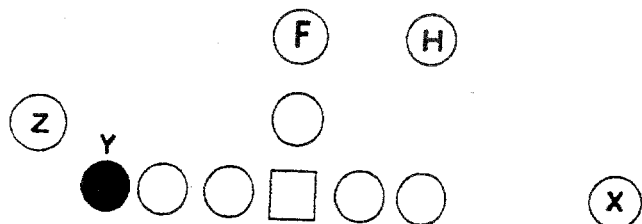


(5W) 5-WIDE PERSONNEL = 5WR-NO TE
(5W) WING LEFT

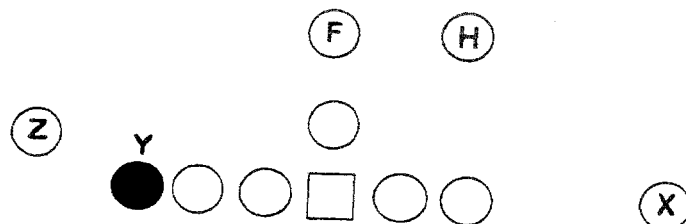


RECEIVER ALIGNMENT

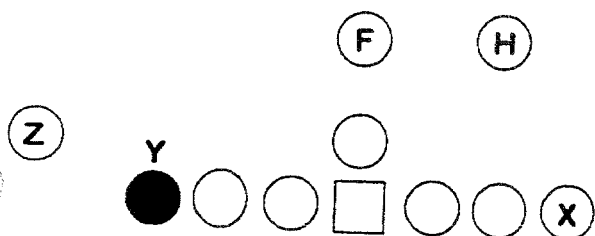
Z PAIR = FLANK (Z) ALIGNED CLOSE TO TITE END (LESS THAN 2 YARDS)



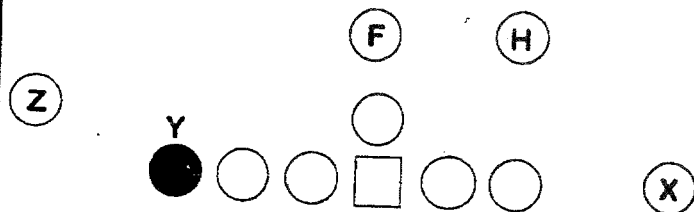
CLOSE = FLANK (Z) ALIGNED HALF 1/2 WAY BETWEEN NORMAL "Z" ALIGNMENT AND TITE END (3-5 YARDS)



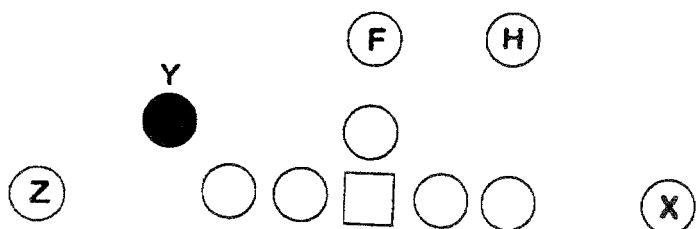
X - NEAR = SPLIT RECEIVER (X) ALIGNED ON LOS IN POSITION OF TITE END.



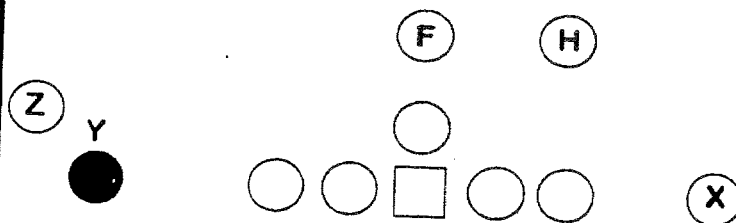
X - FLEX = SPLIT RECEIVER (X) ALIGNED HALF (1/2) WAY BETWEEN NORMAL "X" ALIGNMENT AND "OT". (4-6 YARDS)



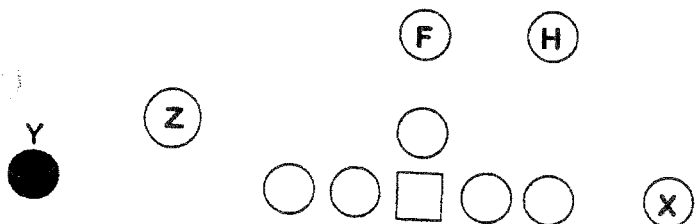
Y - OFF = TITE END (Y) ALIGNED OFF THE LOS.



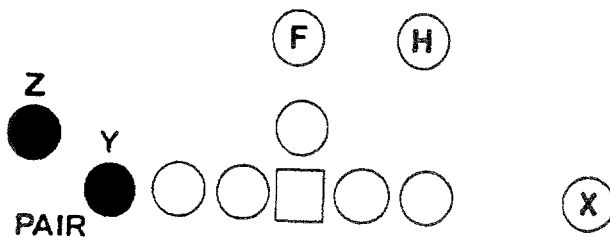
Y - FLEX = TITE END (Y) ALIGN HALF (1/2) WAY BETWEEN "Z" AND "OT".



E - ALIGNMENT = TITE END (Y) ALIGNED OUTSIDE "Z"

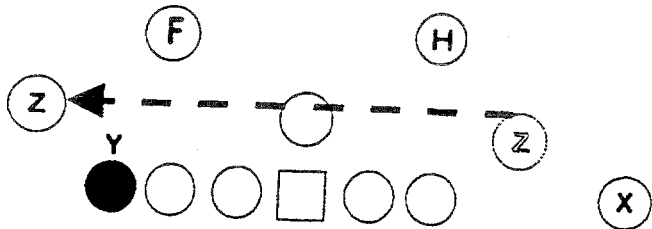


(2TE) OR BACK PAIR = 2 TE OR BACK ALIGNED TOGETHER.

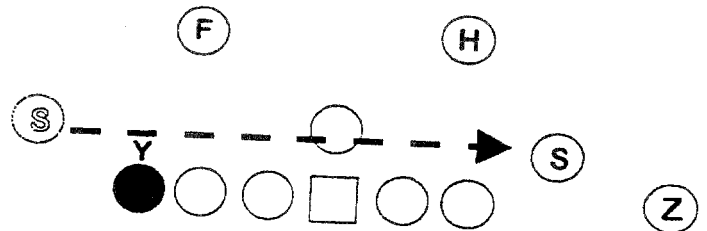


RECEIVER MOVEMENT

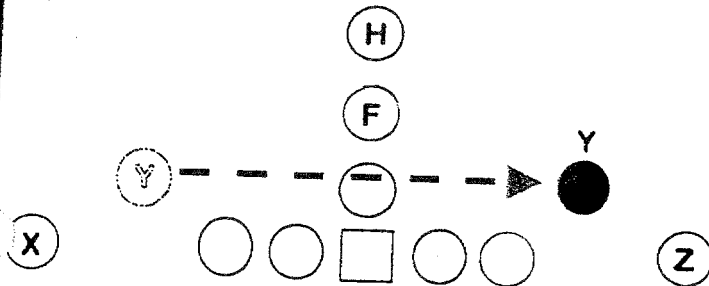
ROCKET (R) = SLOT (S) MOVING FROM OPPOSITE TO REGULAR FORMATION - (THIS IS A CHANGE OF STRENGTH)



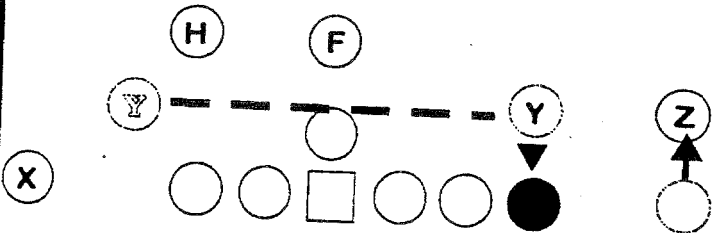
ORBIT (OB) = FLANK (Z) MOVING FROM REGULAR TO OPPOSITE FORMATION - (THIS IS A CHANGE OF STRENGTH)



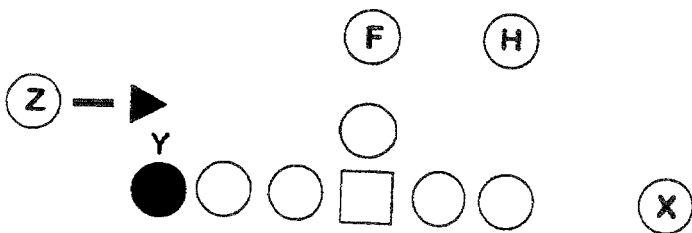
TEM TITE END (Y) MOVEMENT = "TE" MOVING FROM ONE SIDE TO THE OTHER - (THIS IS A CHANGE OF STRENGTH)



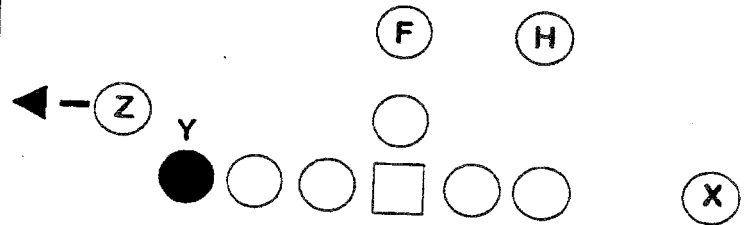
TEM TO SHIFT = "TE" (Y) WILL START "TEM" MOTION, THEN MOVE ON TO LOS AS "WR" MOVES OFF



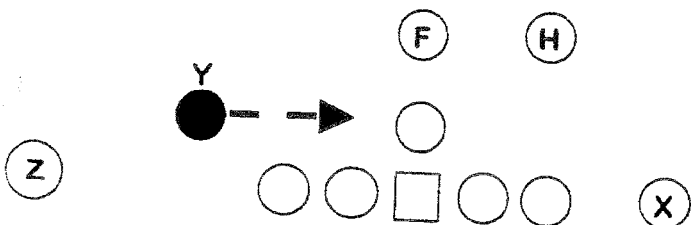
"Z" ZOOM IN "ZIN" = "Z" MOVES TO INSIDE BEFORE SNAP



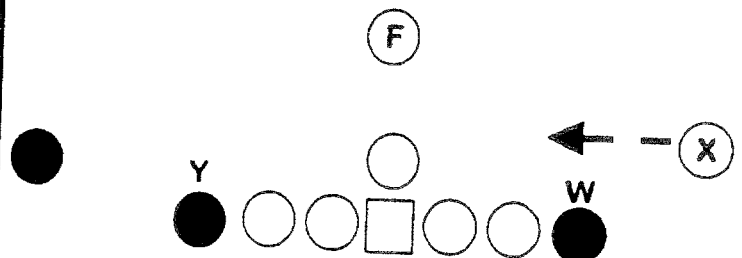
"Z" - ZOOM OUT "ZOT" = "Z" MOVES TO OUTSIDE BEFORE SNAP



"Y"-ZOOM IN "YIN" = "Y-OFF" "Y" MOVES INSIDE BEFORE SNAP

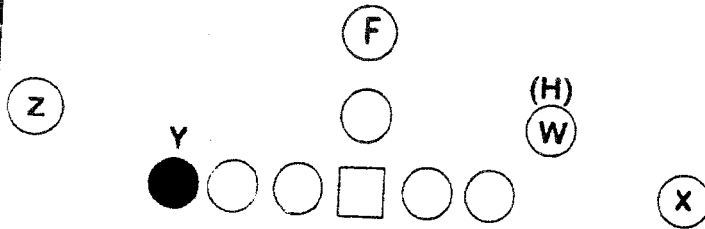


"X"-ZOOM IN "XIN" = "X" MOVES TO INSIDE BEFORE SNAP

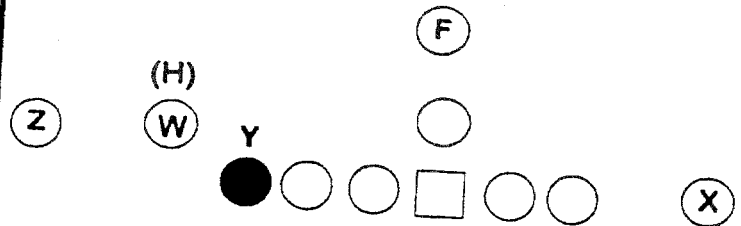


BACKFIELD ALIGNMENT

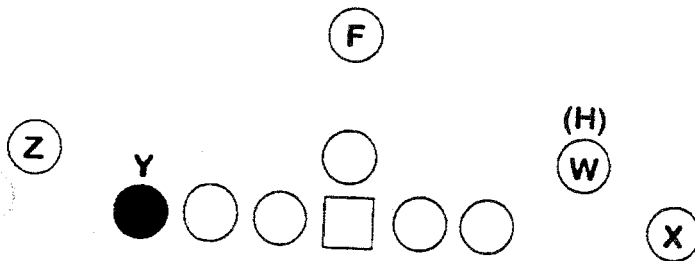
NORMAL WING = ONE BACK ALIGNS ON OR OFF LOS OUTSIDE "OT"



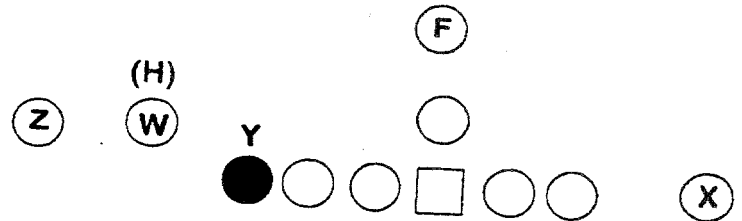
NORMAL FLOOD PAIR = ONE BACK ALIGNS OFF LOS NEXT TO "TE" MAKING 3 REC. TO ONE SIDE



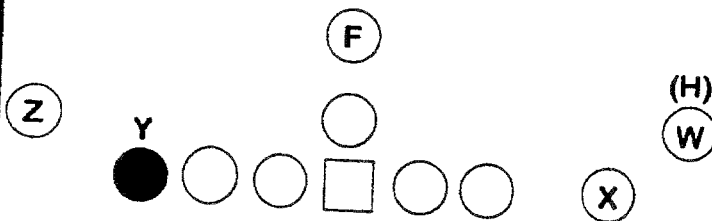
NORMAL WING KRACK = ONE BACK ALIGNS ON OR OFF LOS HALF (1/2) WAY BETWEEN "X" AND "OT"



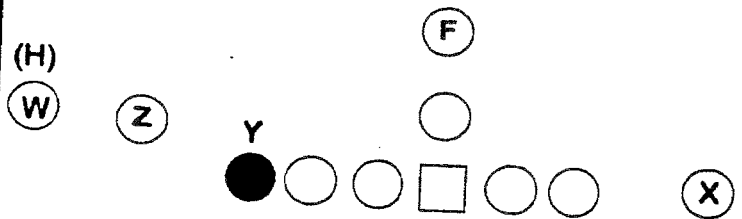
NORMAL FLOOD KRACK = ONE BACK ALIGNS HALF (1/2) WAY BETWEEN "Z" AND "TE" MAKING 3 REC. TO ONE SIDE



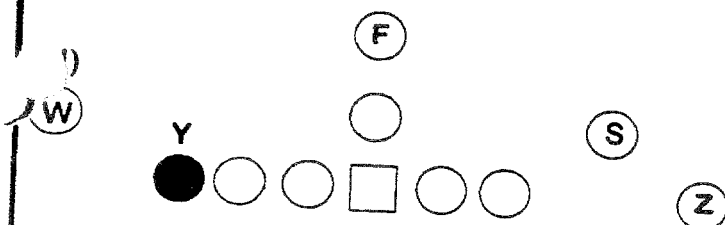
NORMAL WING WIDE = ONE BACK ALIGNS OUTSIDE "X" RECEIVER



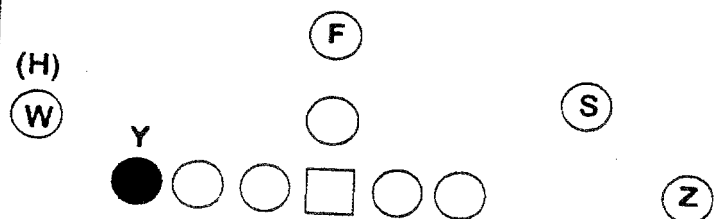
NORMAL FLOOD WIDE = ONE BACK ALIGNS OUTSIDE "Z" MAKING 3 REC. TO ONE SIDE



NORMAL ORANGE = ONE BACK ALIGNS WIDE OUT SIDE "TE" TO WEAK SIDE

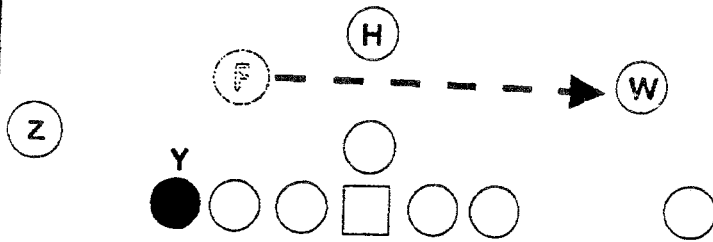


NORMAL ORANGE PAIR = ONE BACK ALIGNS OUTSIDE "TE" IN PAIR POSITION TO WEAK SIDE

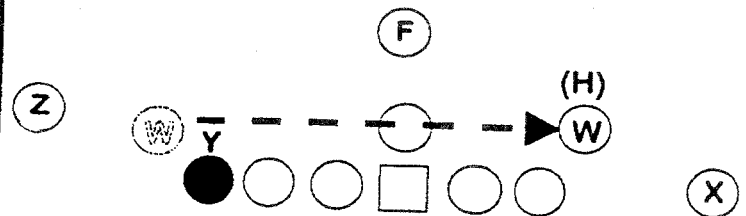


BACKFIELD MOVEMENT

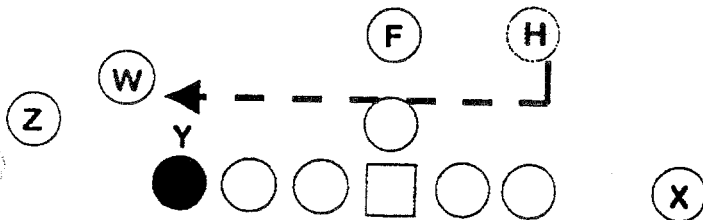
MOTION (M) = MOVEMENT OF BACK OR PAIR TO CREATE A WING FORMATION.
"F" MOTION TO WING LEFT (KRACK)



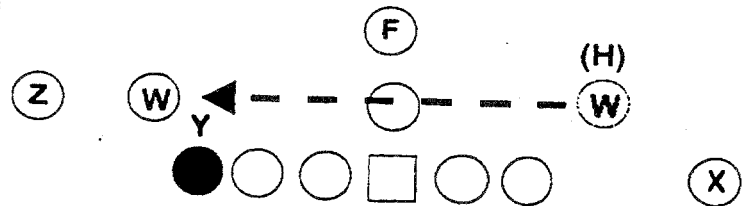
MOTION (M) = PAIR MOTION TO WING LEFT



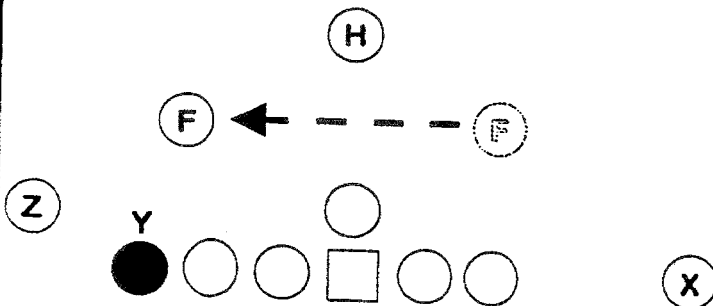
FLY (F) = MOVEMENT OF BACK OR WING TO CREATE A FLOOD FORMATION.
"H" FLY TO FLOOD LEFT KRACK



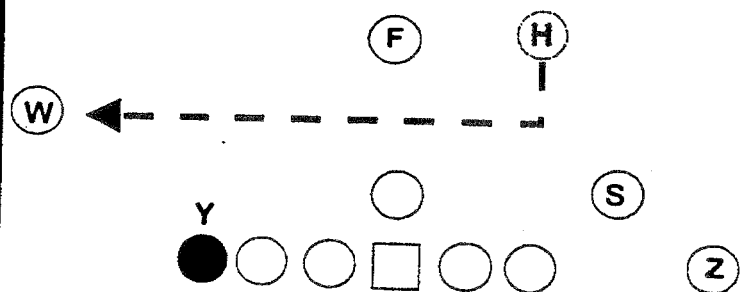
FLY = WING FLY TO FLOOD LEFT PAIR



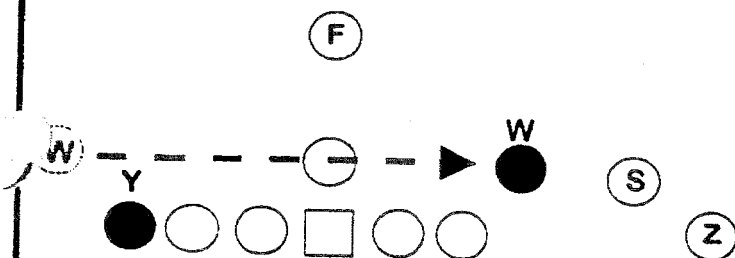
"F" SHORT FLY TO YELLOW I LEFT



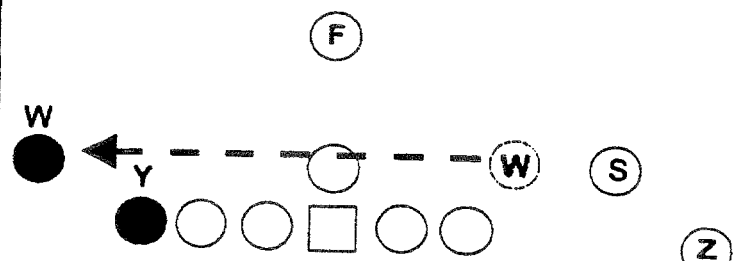
"H" MOTION TO ORANGE RIGHT



(H) PAIR FLY TO OPPOSITE FLOOD RIGHT

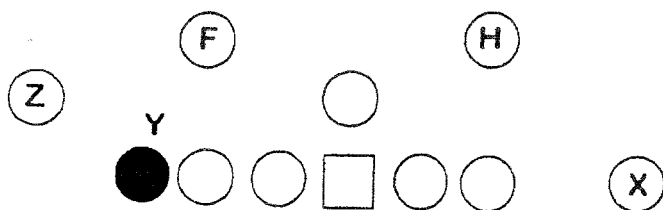


(H) WING MOTION TO ORANGE RIGHT

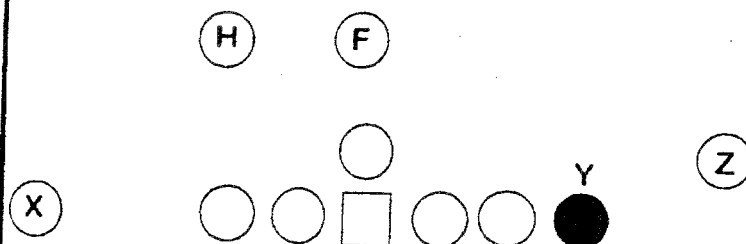


NORMAL PERSONNEL REGULAR FORMATIONS

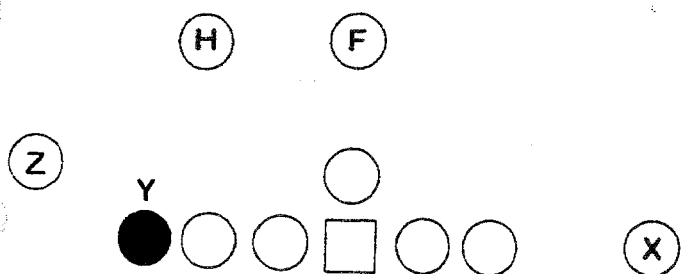
RED LEFT



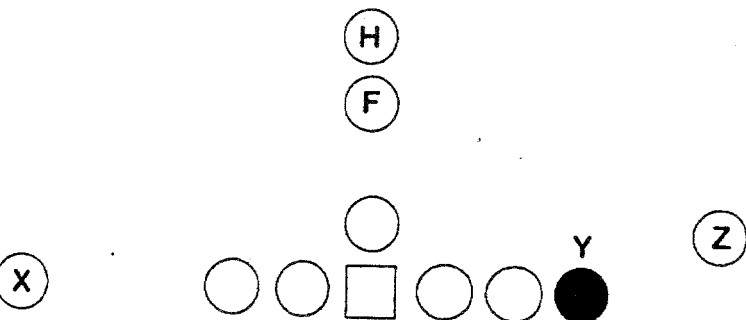
BROWN RIGHT



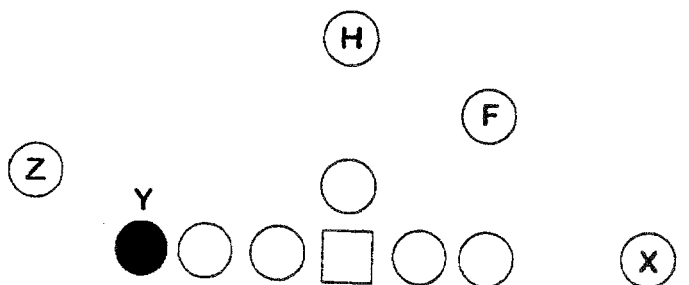
YELLOW LEFT



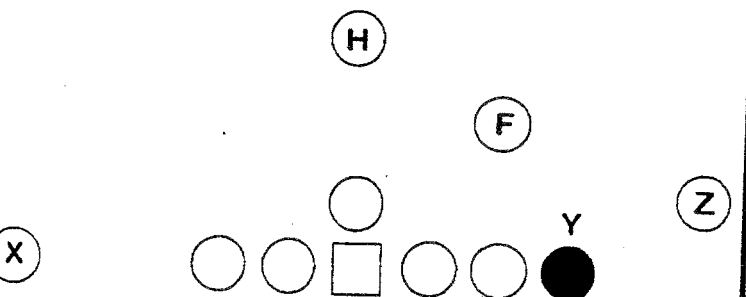
I RIGHT



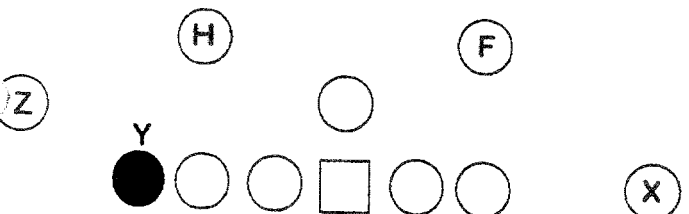
BROWN I LEFT



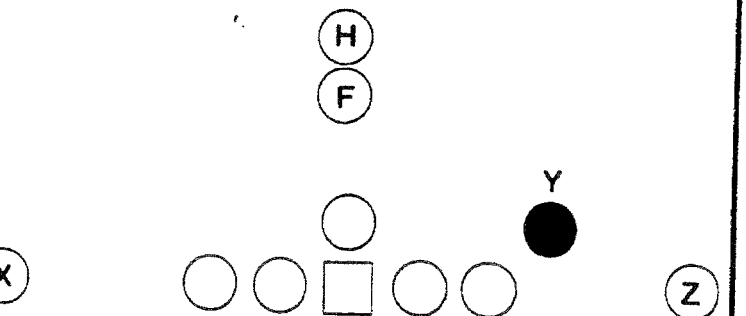
YELLOW I RIGHT



GREEN LEFT

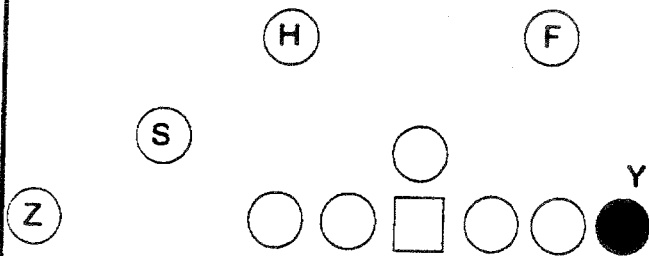


I RIGHT Y-OFF

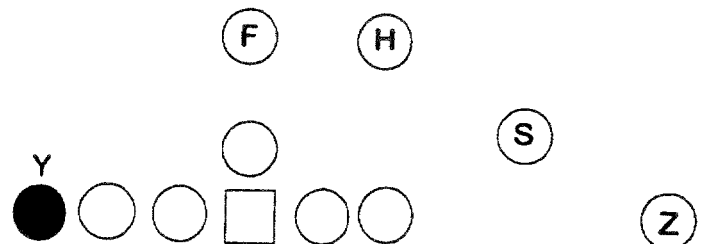


NORMAL PERSONNEL OPPOSITE FORMATIONS

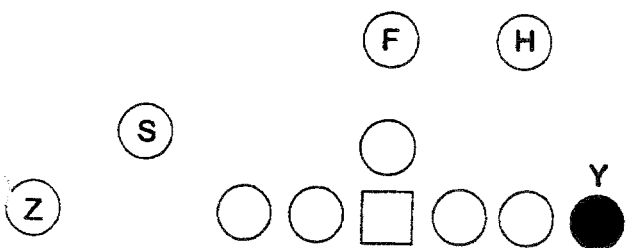
OPPOSITE RED LEFT



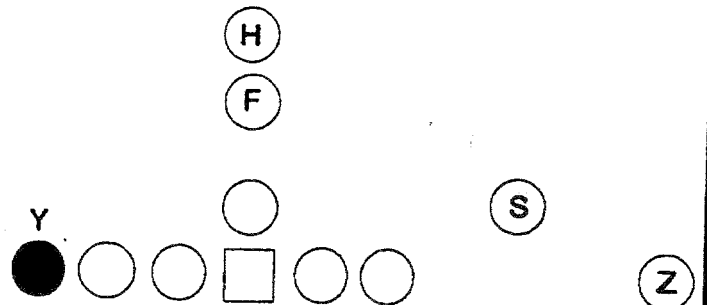
OPPOSITE BROWN RIGHT



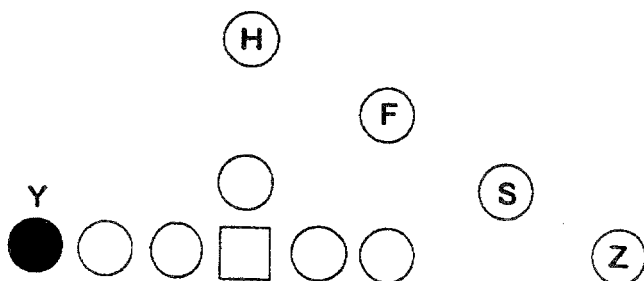
OPPOSITE YELLOW LEFT



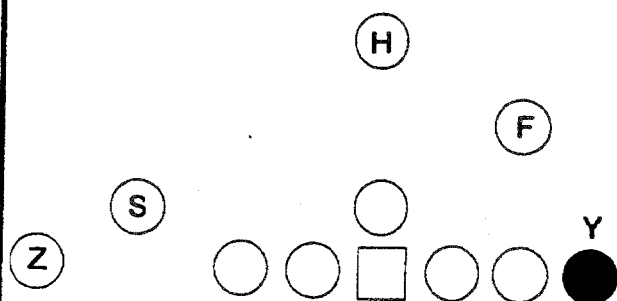
OPPOSITE I RIGHT



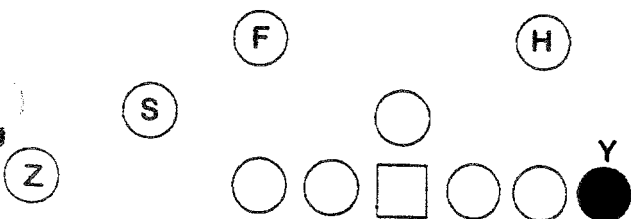
OPPOSITE BROWN I RIGHT



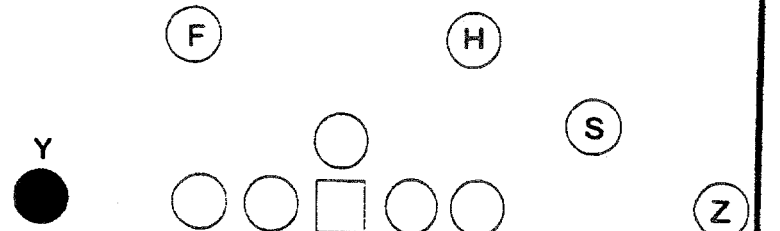
OPPOSITE YELLOW I LEFT



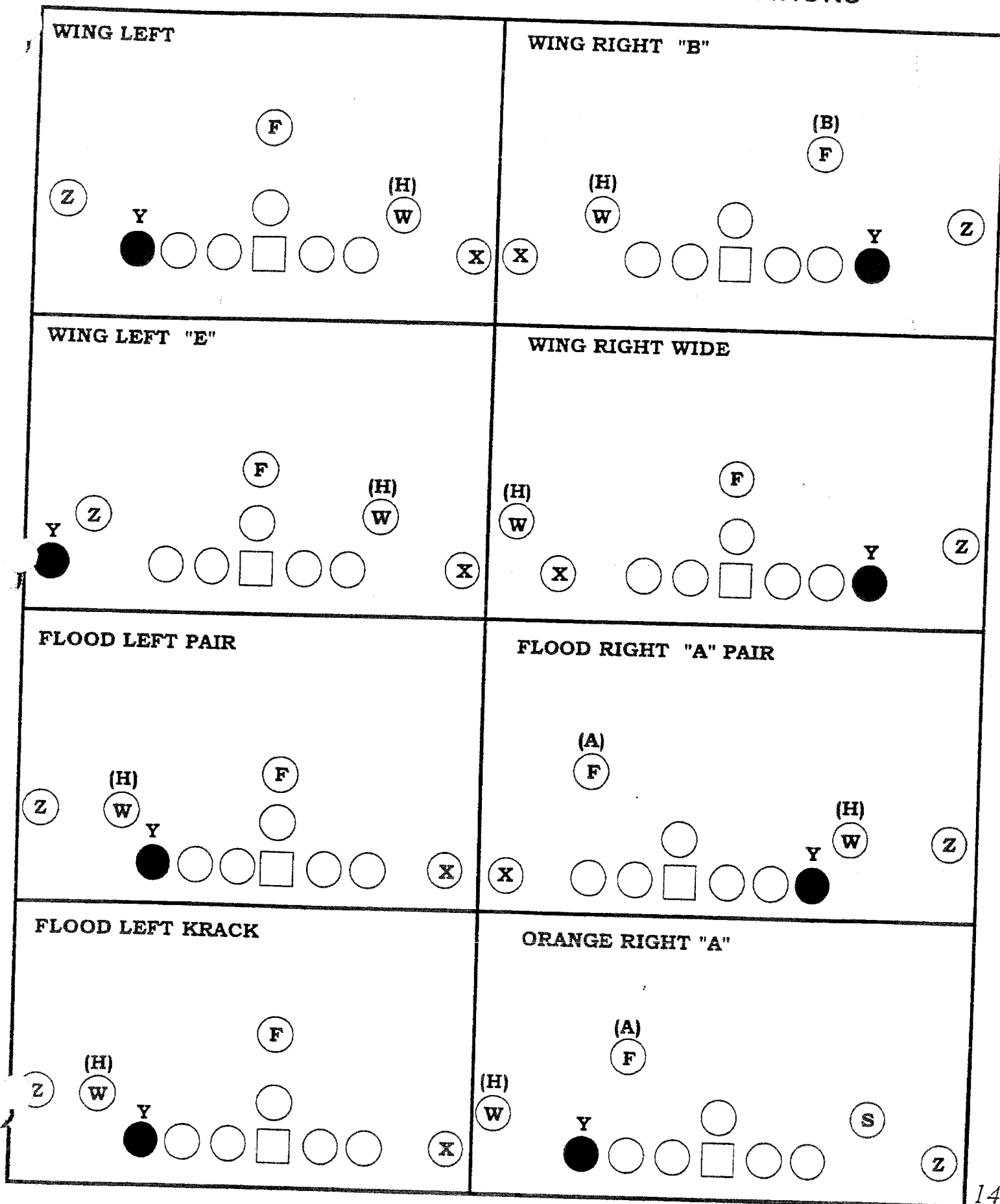
OPPOSITE GREEN LEFT



OPPOSITE RED RIGHT Y FLEX

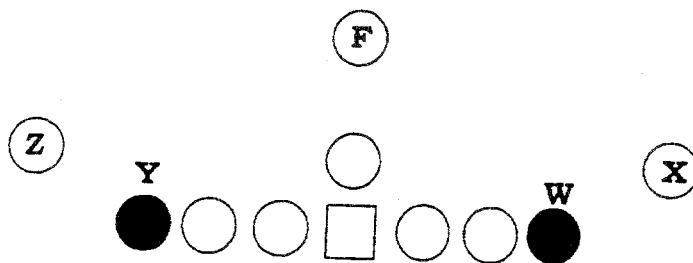


NORMAL PERSONNEL WING/FLOOD FORMATIONS

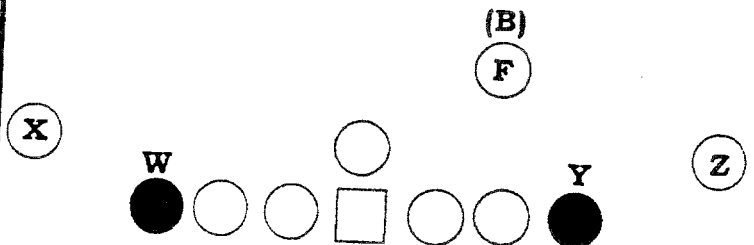


"H" PERSONNEL

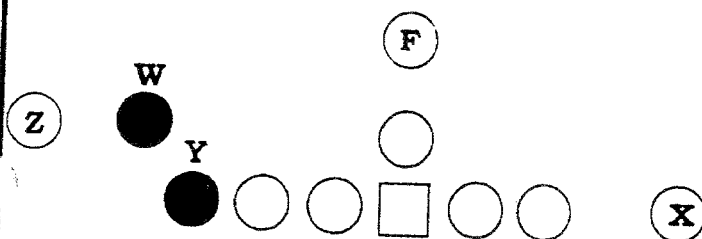
(H) WING LEFT



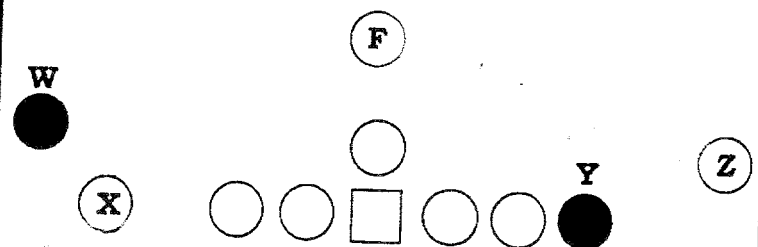
(H) WING RIGHT "B"



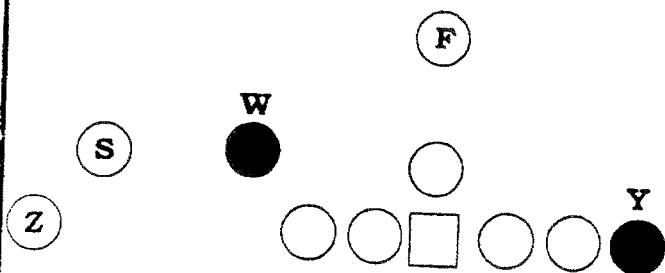
(H) FLOOD LEFT PAIR



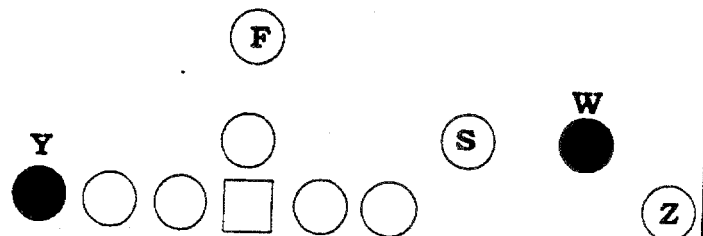
(H) WING RIGHT WIDE



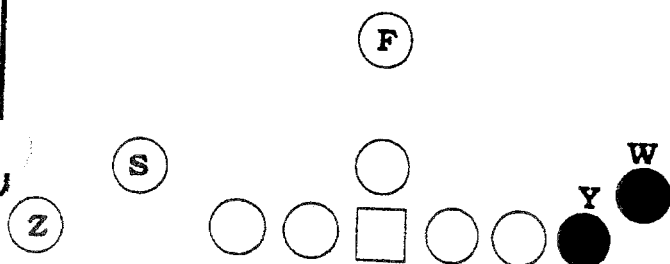
(H) OPPOSITE FLOOD LEFT



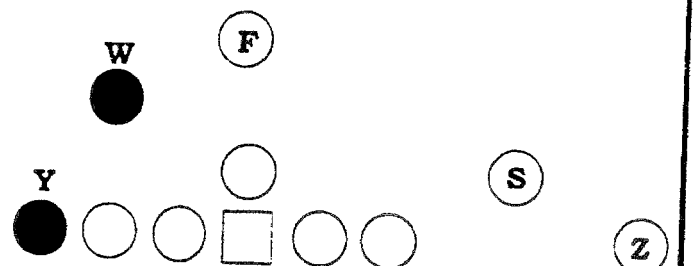
(H) OPPOSITE FLOOD RIGHT WING KRACK



(H) ORANGE LEFT PAIR

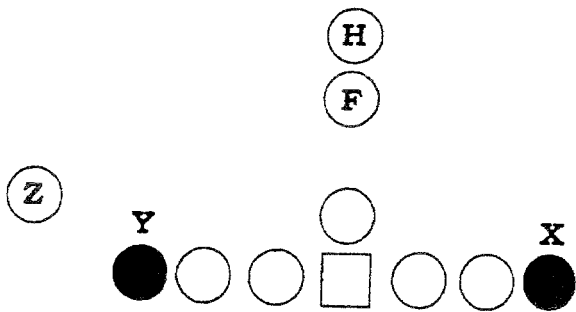


(H) OPPOSITE YELLOW I RIGHT

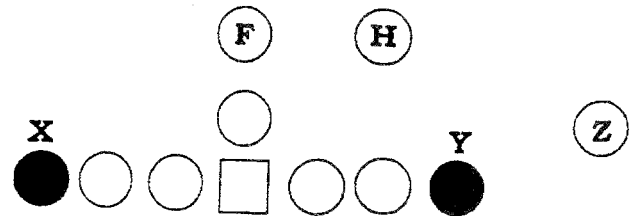


DOUBLE TITE PERSONNEL

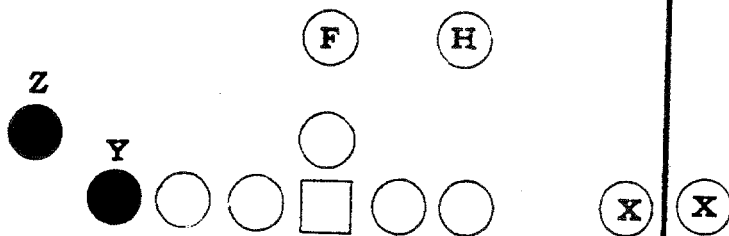
(2T) I LEFT NEAR



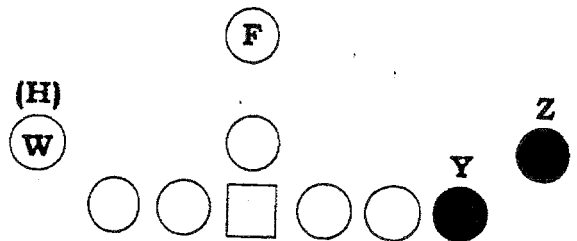
(2T) YELLOW RIGHT NEAR



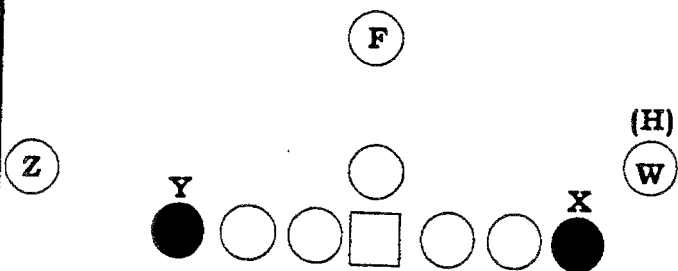
(2T) BROWN LEFT PAIR



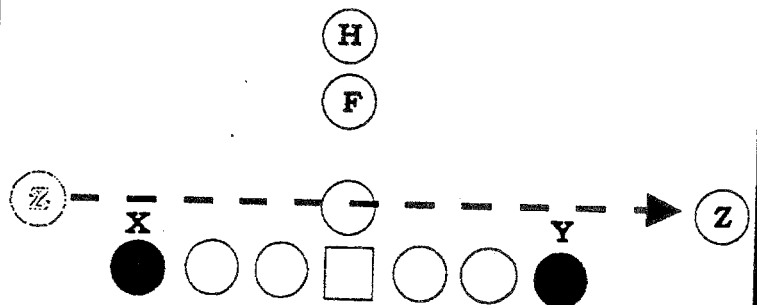
(2T) WING RIGHT PAIR



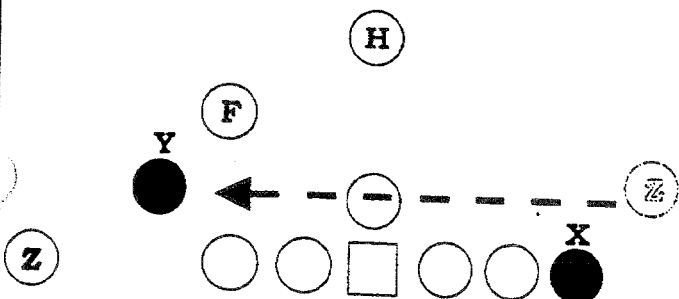
(2T) WING LEFT NEAR PAIR



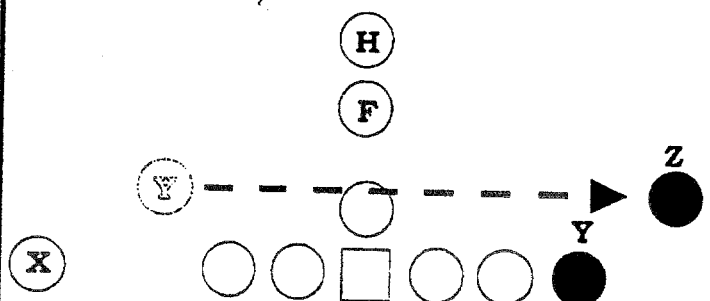
(2T) ROCKET TO I RIGHT NEAR



(2T) ROCKET TO YELLOW I LEFT NEAR

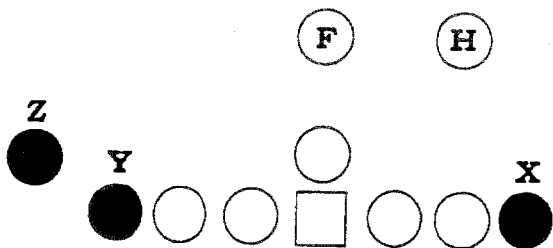


(2T) TEM TO I RIGHT PAIR

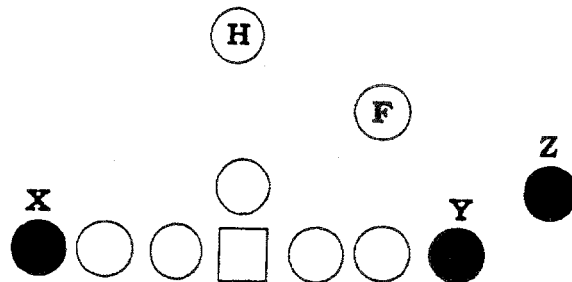


TRIPLE TITE and JUMBO PERSONNEL

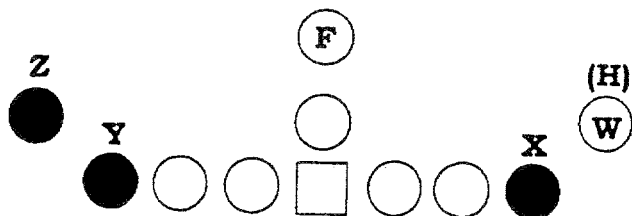
JUMBO BROWN LEFT NEAR PAIR



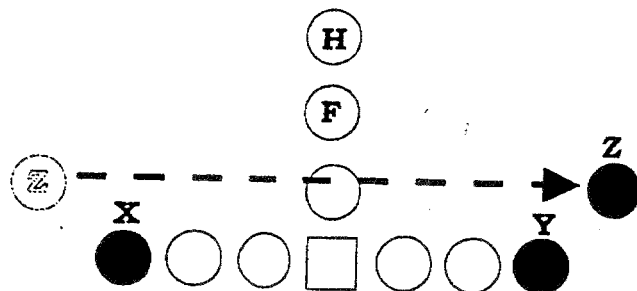
JUMBO YELLOW I RIGHT NEAR PAIR



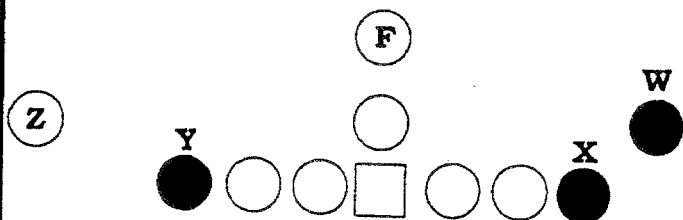
JUMBO WING LEFT NEAR PAIR w/CLOSE



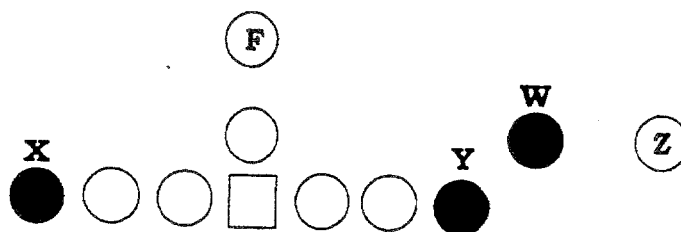
JUMBO ROCKET TO I RIGHT NEAR PAIR



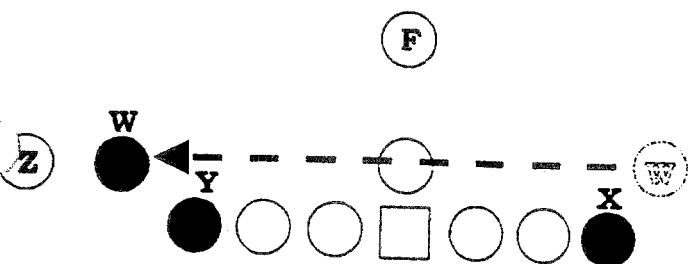
(3T) WING LEFT NEAR PAIR



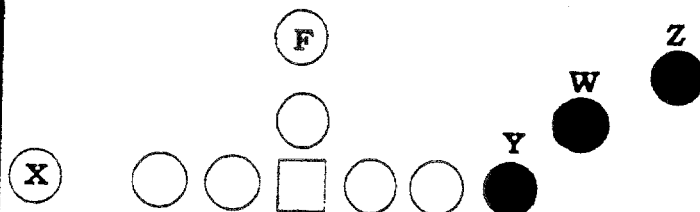
(3T) FLOOD RIGHT NEAR PAIR



(3T) WING FLY TO FLOOD LEFT NEAR PAIR

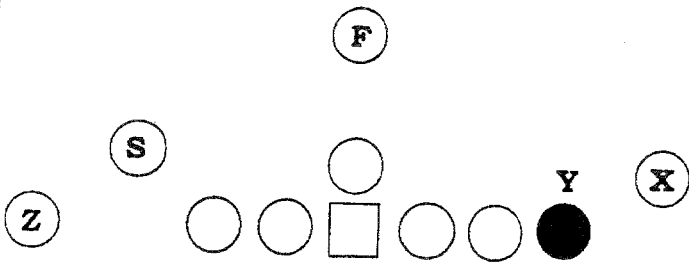


(3T) FLOOD RIGHT PAIR CLOSE

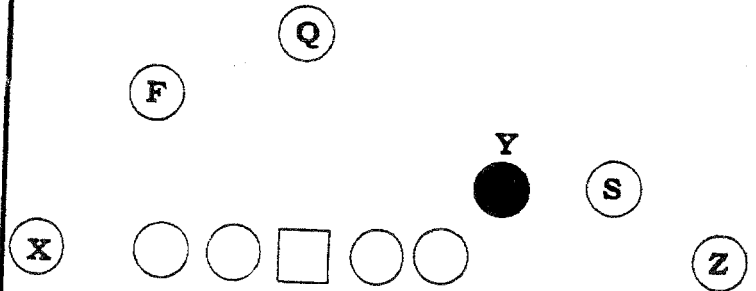


"Q" and "S" PERSONNEL

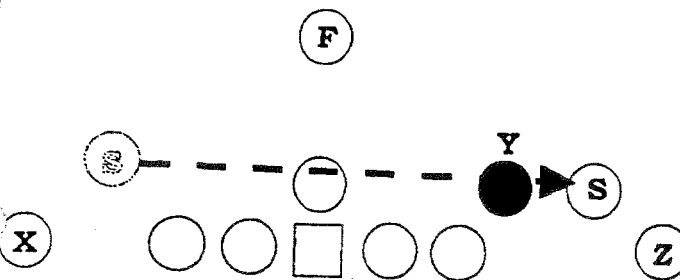
(Q) WING LEFT



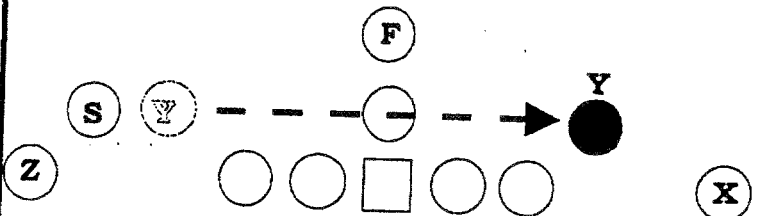
(Q) FLOOD RIGHT "A" GUN



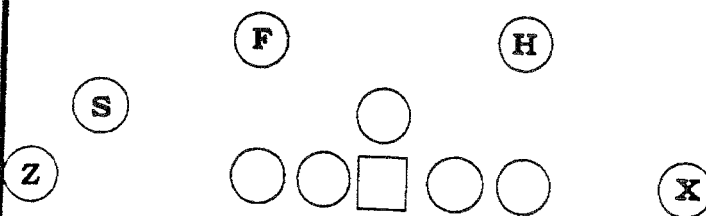
(Q) TEM TO FLOOD RIGHT



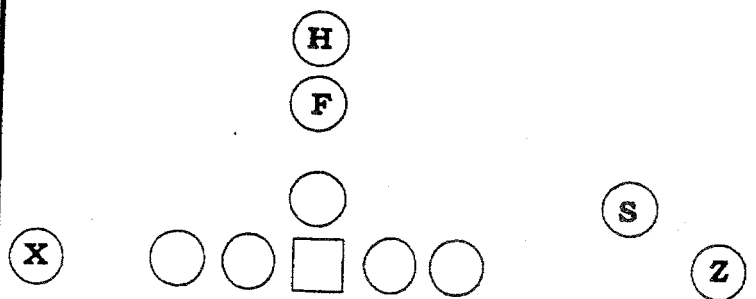
(Q) Y-MOTION TO WING LEFT



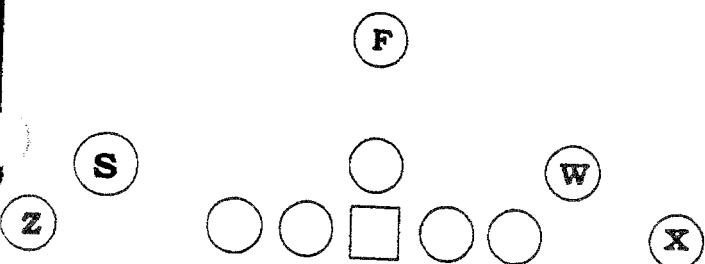
(S) RED LEFT



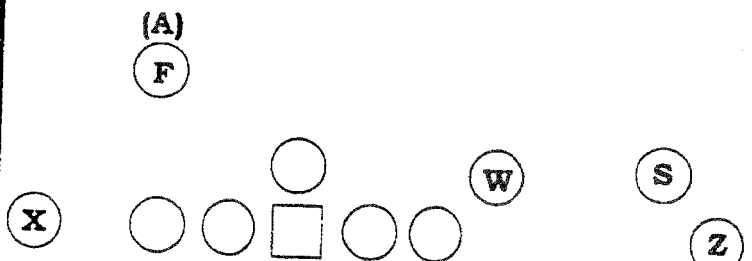
(S) I RIGHT



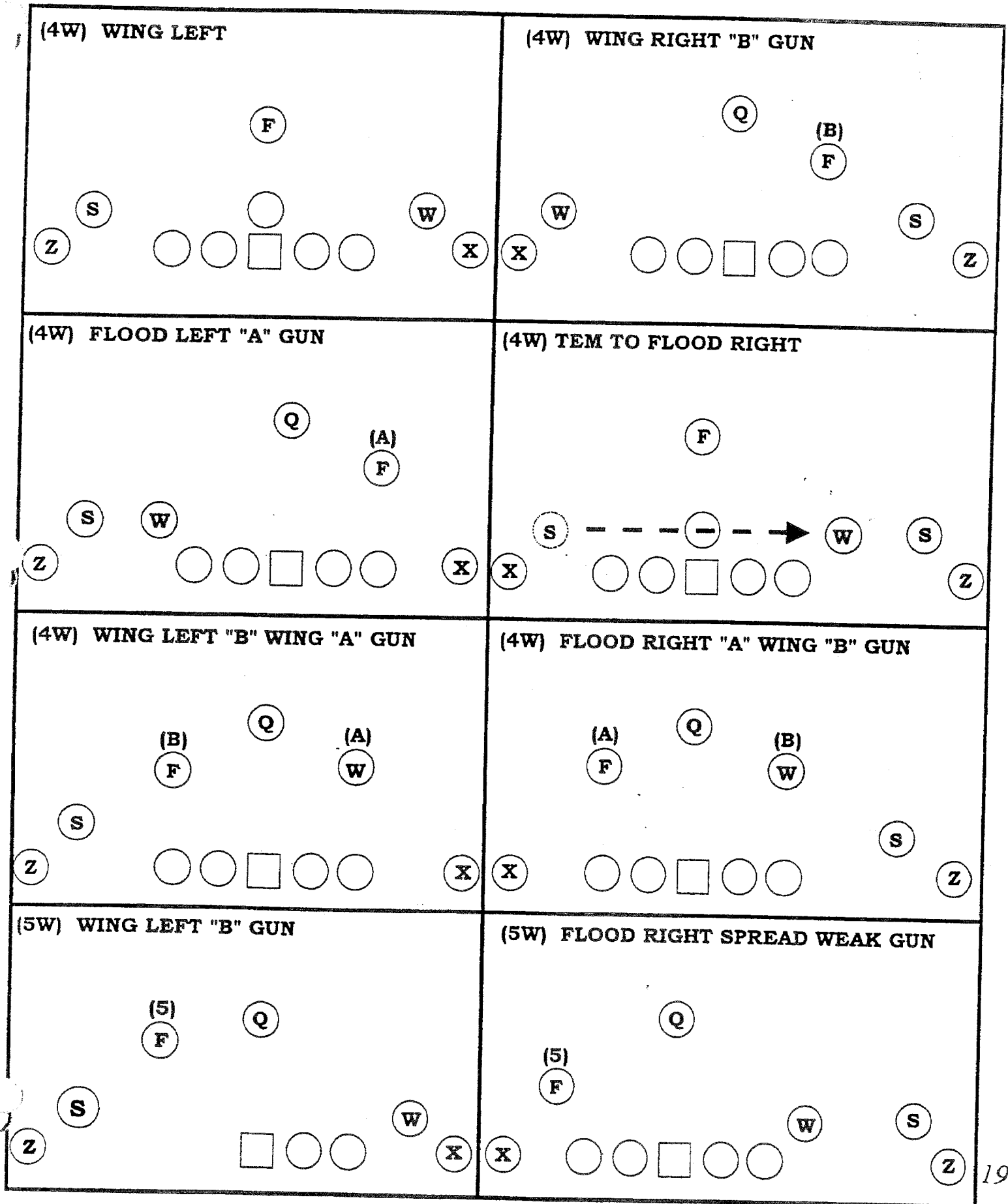
(S) WING LEFT



(S) FLOOD RIGHT "A"

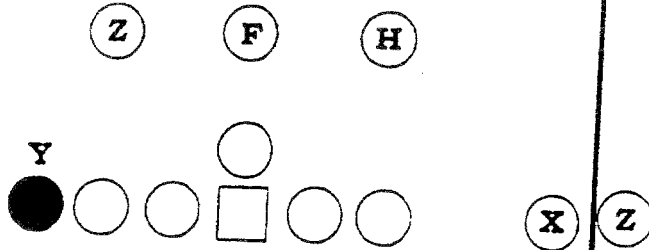


"4W" and "5W" PERSONNEL

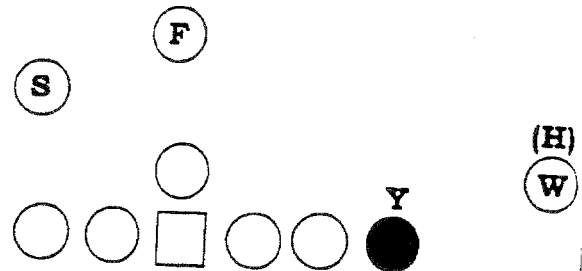


UNUSUAL FORMATIONS

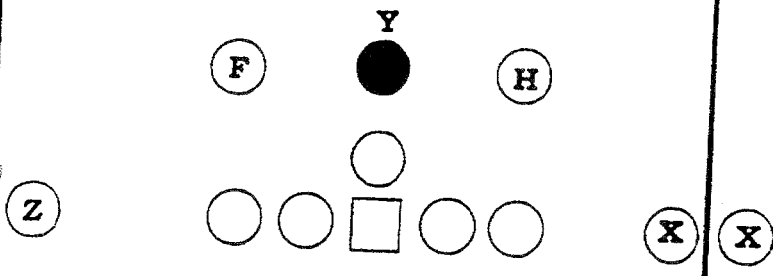
Wide Receiver aligned in backfield
BROWN LEFT Z "B"



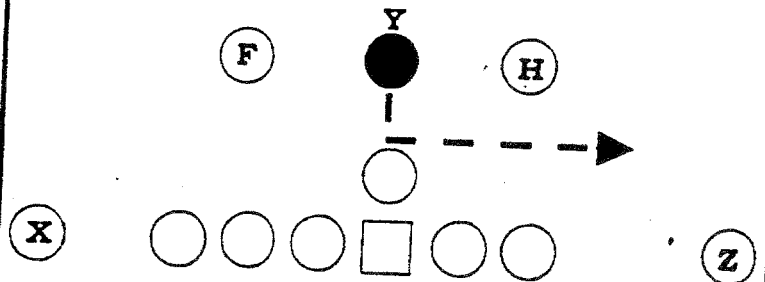
Wide Receiver aligned in backfield
ORANGE LEFT S "B"



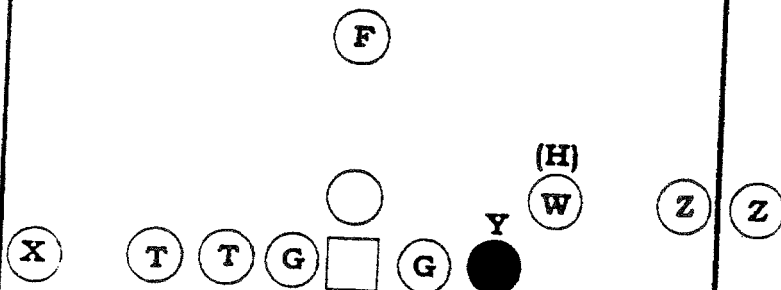
Tite End aligned in backfield
RED LEFT Y "Q"



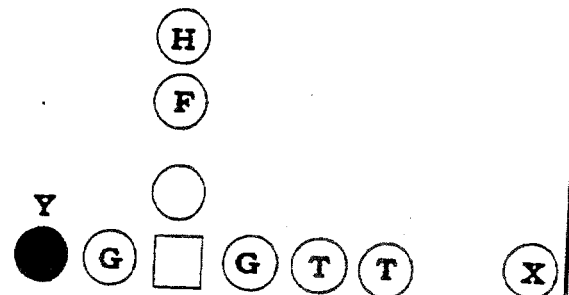
Tite End aligned in backfield
TEM TO GREEN RIGHT



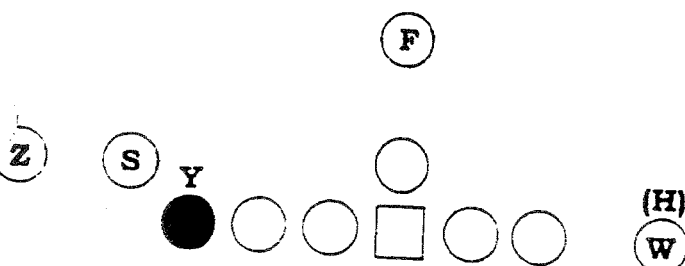
Unbalanced Line
FLOOD RIGHT PAIR UNBALANCED LEFT



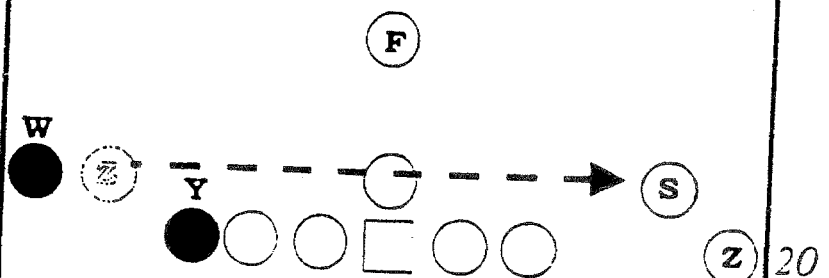
Unbalanced Line
I LEFT UNBALANCED RIGHT



ORANGE FLOOD LEFT



(H) ORBIT TO ORANGE RIGHT

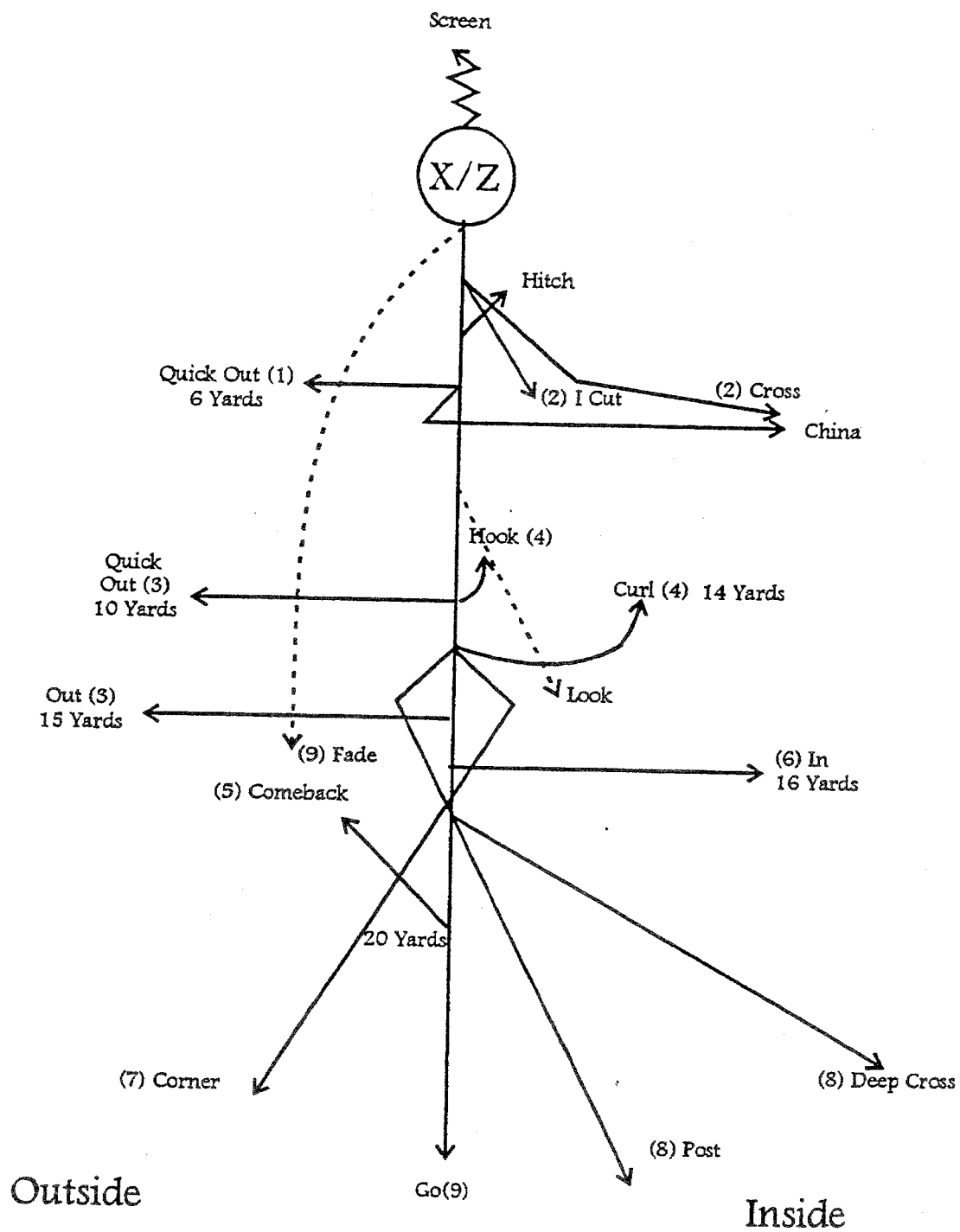


#

Pass Protection/Flare Control

<p>136 100 Series= DB PAP</p> <p>"Fire" Call</p>	<p>137</p> <p>"Frank" Call</p>
<p>260 Wheel Left</p>	<p>288 Sprint Left</p>
<p>318 Boot Right</p>	<p>339 Boot Left</p>
<p>T438 HB Pass</p>	
<p>Sub Passing 67 Protection Q Personnel</p>	<p>Sub Passing 87 Protection Q Personnel</p>
<p>Sub Passing 88 Protection 4W Personnel</p>	<p>Sub Passing 288 Protection 4W Personnel</p>

X & Z Passing Tree



Outside

X&Z Pass Routes

Inside

6 Yard
Quick Out(1)Quick
Screen

Quick Hitch



I Cuts(2)



10 Yard Out



Out & Up (39)



Hook & Go (49)



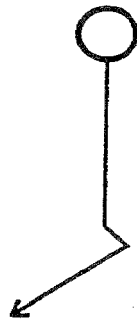
Hook (4)



15 Yard Out (3)



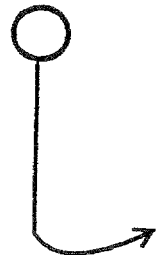
Corner (7)



Post (8)



Curl (4)



20 Yard Comeback



Go (9)



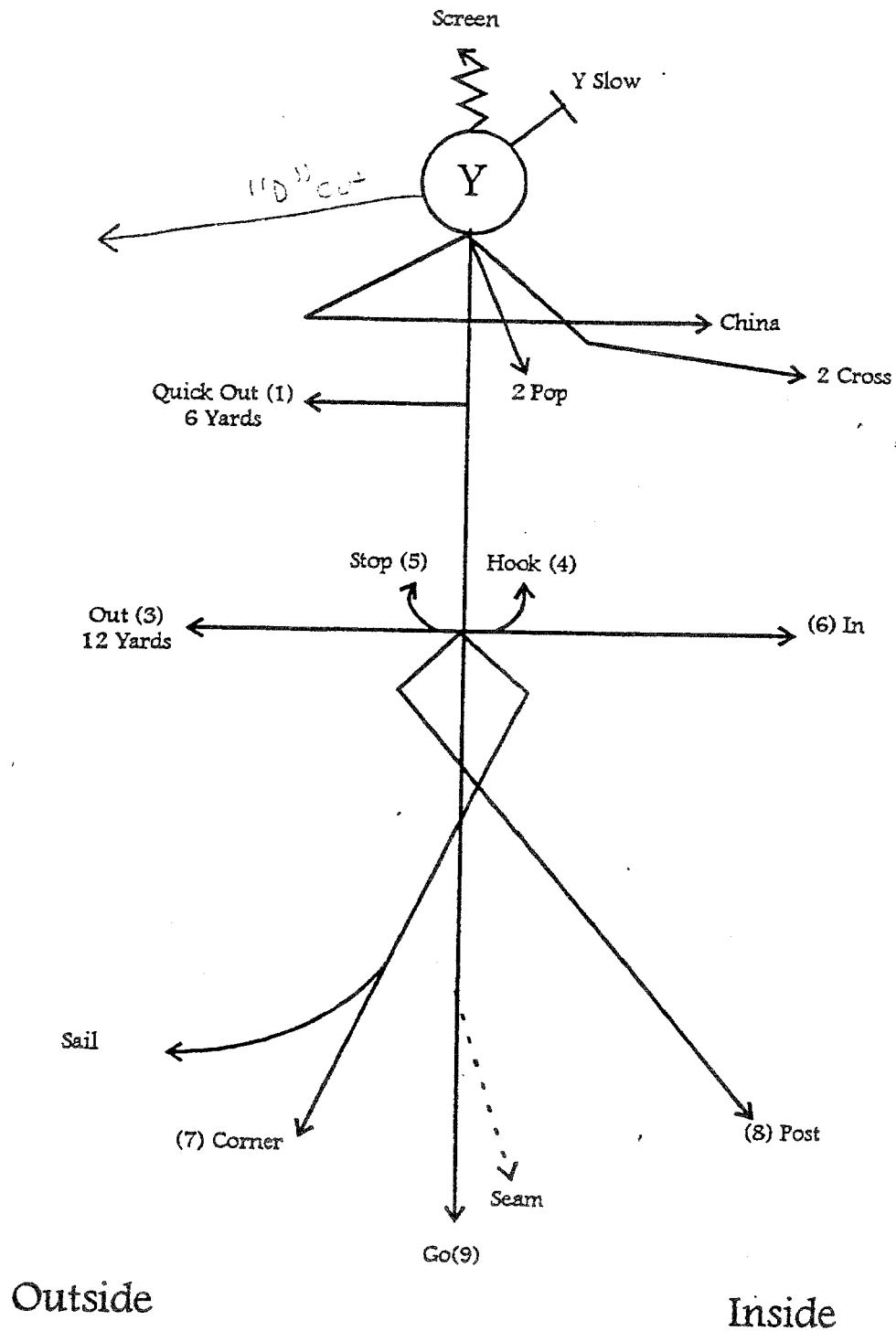
Numbers Go



16 Yard In (6)



Y Passing Tree



Outside

Y Pass Routes

Inside

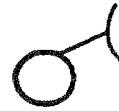
Quick Out(1)



Screen



Y Slow



Pop (2)



12 Yard Out(3)



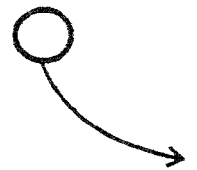
Diagonal (1)



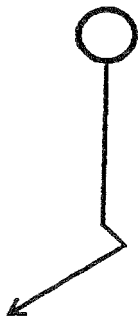
Check Diagonal



2 Cross



Corner (7)



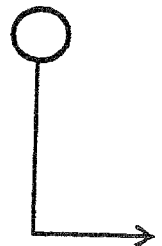
Stop (5)



Hook (4)



In (6)



Sail



Seam(9)



4-9

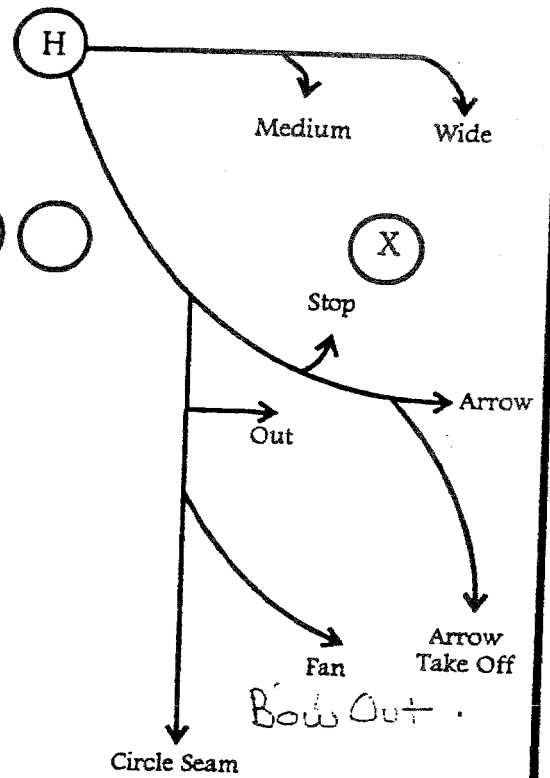
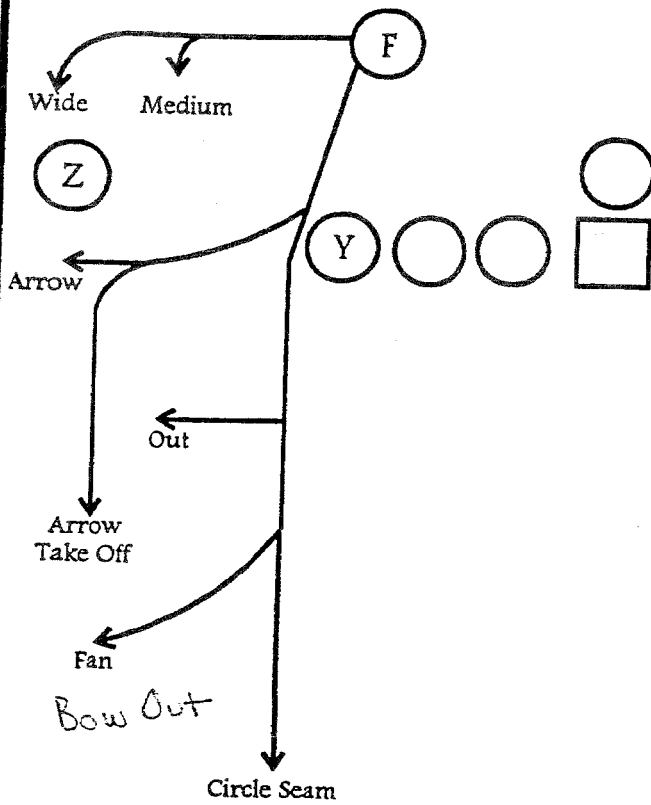


Post (8)

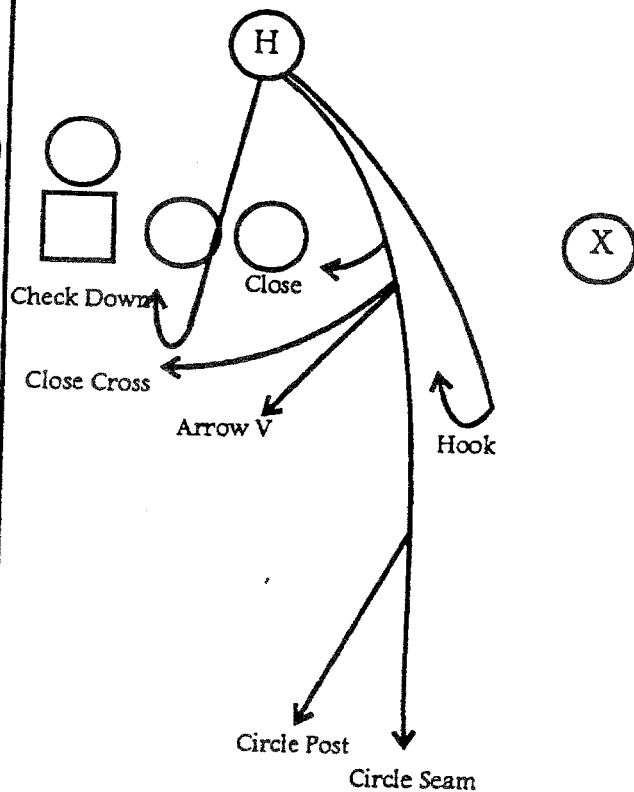
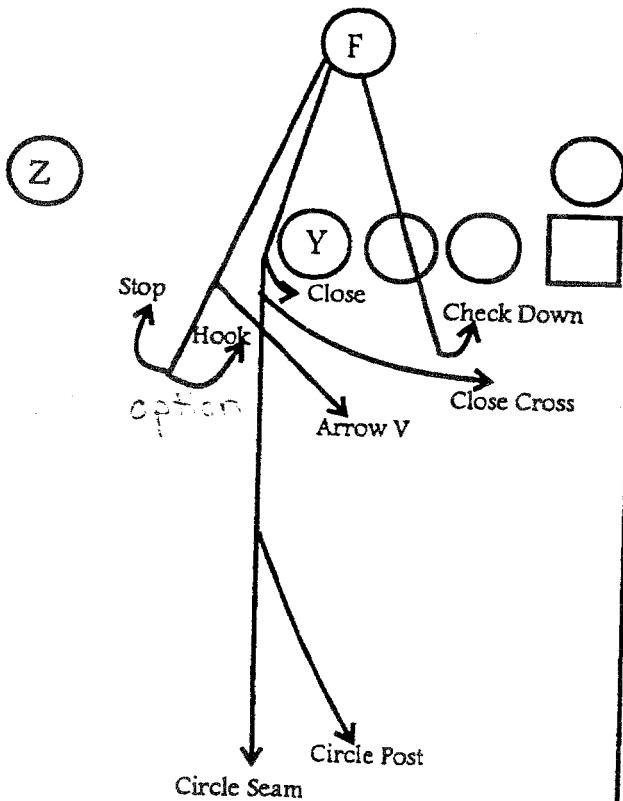


FB & HB Flares

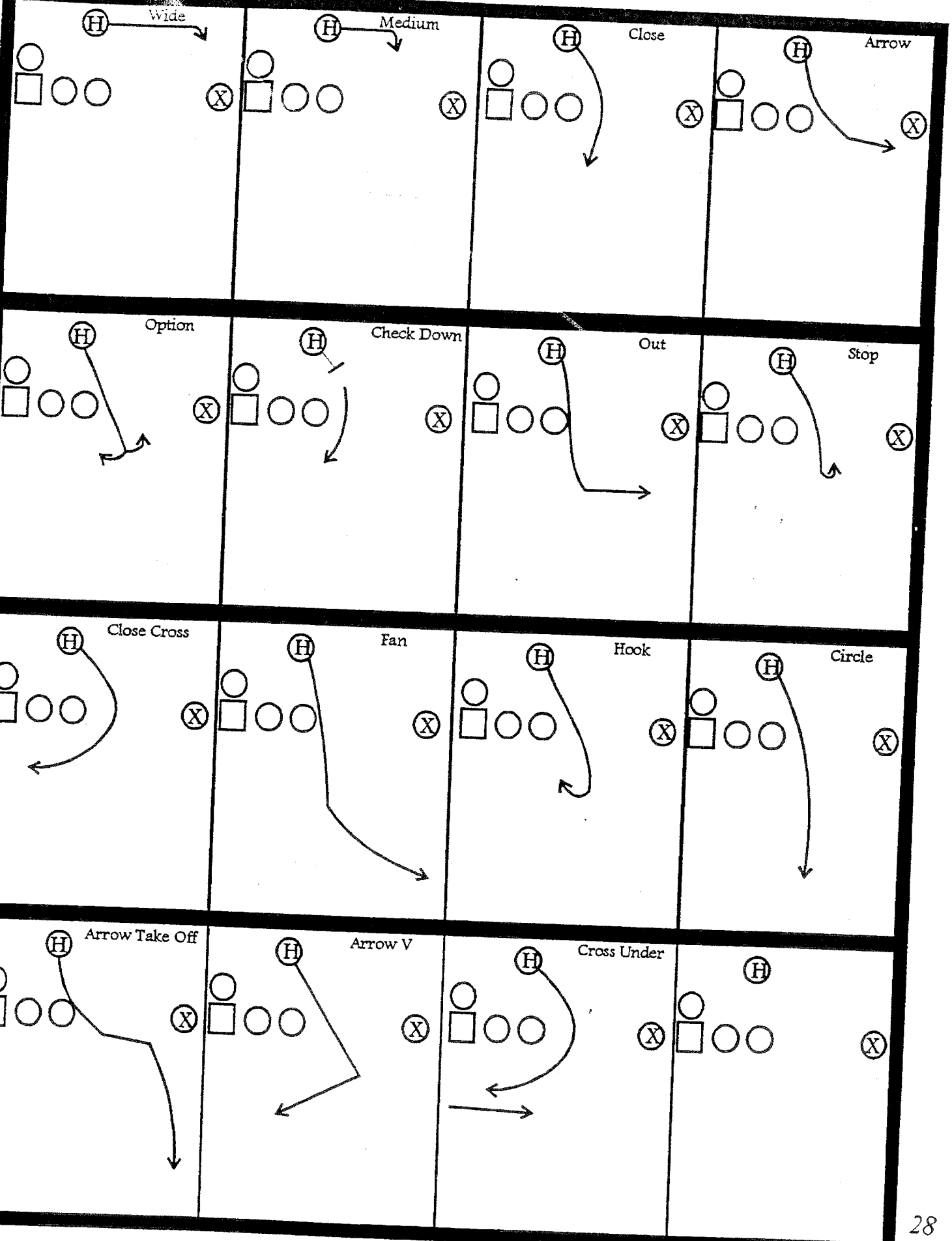
Outside



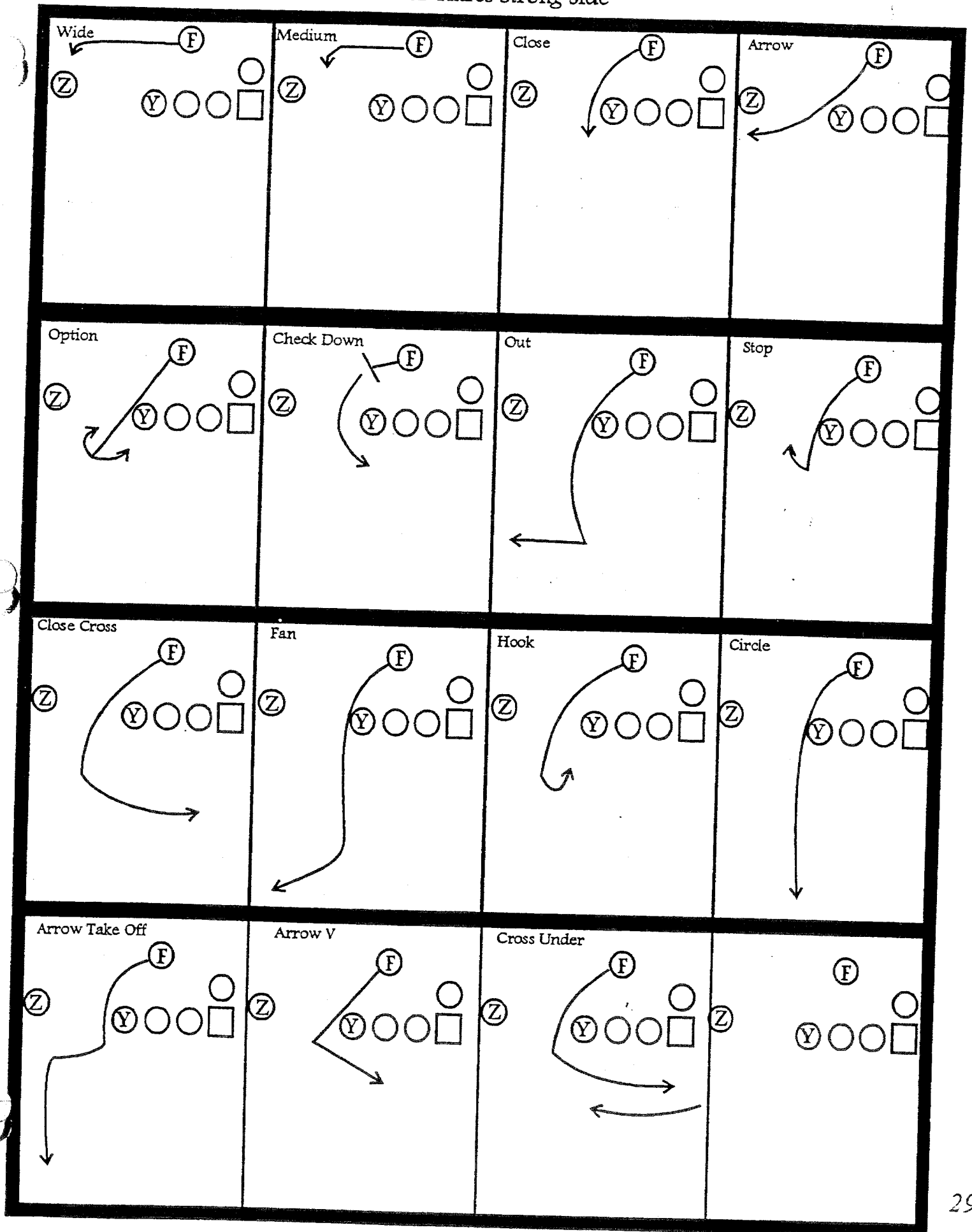
Inside



HB Flares



FB Flares Strong Side



BLOCKING TERMINOLOGY - LINE

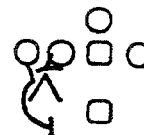
The following four blocks are combination blocks. Each block starts as a double team with the outside blocker coming off on an inside linebacker. They are named differently to denote different offensive blockers executing the block.

ACE - Bump double by guard and center on nose and backside linebacker.



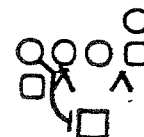
POWER ACE = Stay with double team.

DEUCE - Bump double by guard and tackle on defensive tackle and a linebacker opposite play.



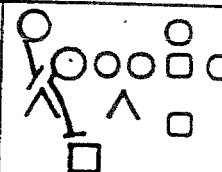
POWER DEUCE = Stay with double team.

TREY - Bump double by T.E. and tackle on defensive end and inside linebacker.



POWER TREY = Stay with double team.

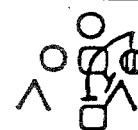
QUAD - Bump double by Wing and T.E. on defensive end (9 tech) and inside linebacker.



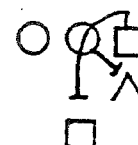
POWER QUAD = Stay with double team.

The following four blocks are exchange blocks. Each block starts with a cavity offensive lineman blocking out or down on an adjacent defensive lineman. They are named differently to denote different offensive blockers executing the block.

FOLD - Exchange block by center and guard opposite playside (even front).



CHARLIE or **NAME** - Exchange block by guard and center to playside (odd front).



GUT - Exchange block by guard and tackle either toward or opposite playside.

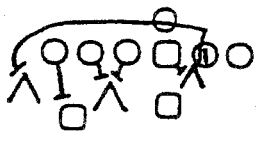
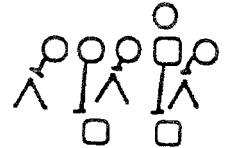

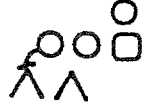
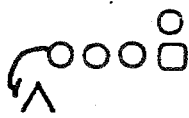
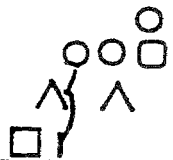
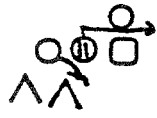
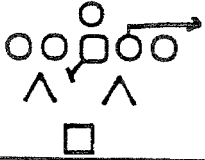
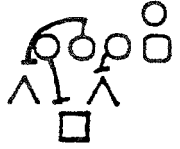
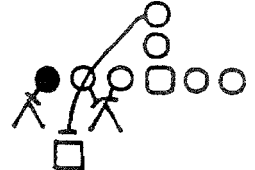


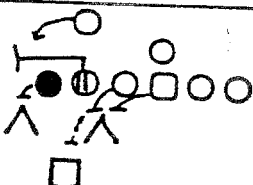
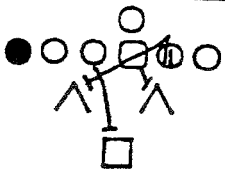
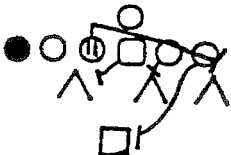
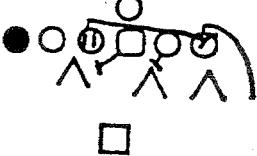
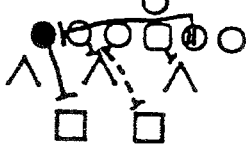
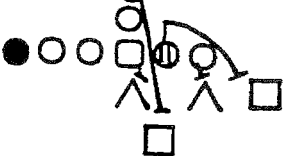
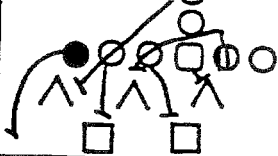
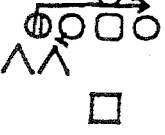
TAG-IT - Exchange block by tackle and guard to playside.

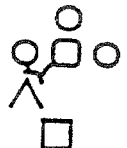
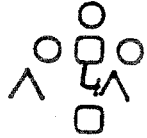
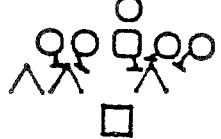
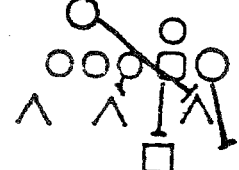
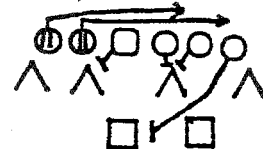


The following four blocks are examples of scoop blocks. They start with two blockers running an area and blocking the defender who enters that area. They are named differently to denote different blockers executing block.

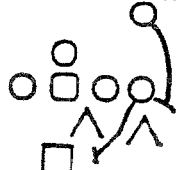
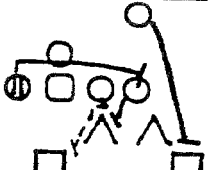

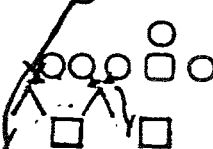
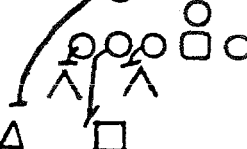

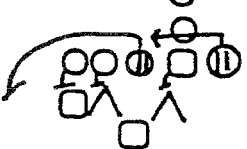
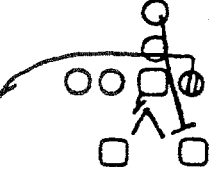
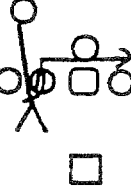
ZONE-IT - Scoop between tackle and T.E. opposite playside.	
"A" - Scoop between center and guard opposite playside in which center bumps and releases quickly for linebacker.	
SLIP - Scoop between two offensive lineman to playside in which tackle bumps and releases quickly for linebacker. OL anticipating an E-T stunt.	
POWER SLIP - Scoop between guard and tackle to playside in which tackle powers through outside half of end and then releases for linebacker.	
CUT OFF - A block by core blocker to stop pursuit by a defensive lineman.	
FAN - Guard and tackle block out on the end and outside linebacker. RALPH - RT LESTER - LT	
G - Onside guard pulls block sam from inside/out.	
IT - A core blocker blocking down on a defender who is one man removed.	
IF - Base block situation where tackle blocks end and guard steps around tackle to block cavity linebacker.	

<p><u>LOG</u> - Block used by pulling lineman to block a defender in rather than kicking him out.</p>	
<p><u>MAN</u> - Man on Man blocking by core blockers.</p>	
<p><u>POWER O</u> - Refers to offside guard pulling to side of call for block other than trap.</p>	
<p><u>HOOK/REACH</u> - A block by core blocker through outside half of defender protecting a lane while trying to move defender off L.O.S. who is align outside of him.</p>	
<p><u>JUMP REACH/HOOK</u> - A reach block by core blocker characterized by quick jump outside and excessive shoulder turn. Reaching a defender align outside of him.</p>	
<p><u>SIFT</u> - Refers to blocks used by lineman to stop pursuit of a linebacker.</p>	
<p><u>SLOOP</u> - Refers to offside tackle sealing area of pulling guard.</p>	
<p><u>SUCKER</u> - A false pull by a lineman to influence a defender.</p>	
<p><u>TED</u> - Cross block by tackle and end in which outside man crosses first.</p>	
<p><u>LEAD</u> - Back <u>Lead</u> block inside P.O.A.</p>	

<p><u>TOSS 28 TACKLE TRAP</u> - Y-hook sam. T-Trap support. Onside - reach for DE.</p>	
<p><u>TWO-TRAP</u> - Trap on <u>first</u> defensive player beyond center. Loose=Trap-DE</p> <p>CP: Could be Tackle-Trap.</p>	
<p><u>FOUR-TRAP</u> - Trap on <u>second</u> defensive player beyond center. LOOSE = TRAP - TED.</p> <p>CP : Could be Tackle-Trap.</p>	
<p><u>FOUR TRAP INFLUENCE-FLARE</u> - Trap on <u>second</u> defensive player beyond center; OT-pull outside to influence. Y-block across on Ted.</p>	
<p><u>SIX-TRAP</u> - Trap on <u>third</u> defensive player beyond center.</p> <p>SWAP=TRAP-DE</p>	
<p><u>G-LEAD AWAY</u> (CP: Away=Away-TE) T-Man block De. Onside G trap will lead back "ISO" mike. Back run in/out t-block.</p>	
<p><u>RIDE 32 TRAP</u> - Y and t-turn. FB whan DE. Offside-G trap Ted.</p>	
<p><u>I</u> - Any pull by a tackle.</p>	

<p><u>POWER GAP</u> - True double team by the center and guard (usually occurs vs. even front).</p>	 <p>The diagram shows a line of five offensive players (squares) and three defensive players (triangles). The center and guard are double-teamed by two defensive players, while the tackle and ends are each blocked by one defensive player.</p>
<p><u>WHEEL</u> - Center checks MLB then blocks back (offside).</p>	 <p>The diagram shows a line of five offensive players (squares) and three defensive players (triangles). The center is blocked by one defensive player, and the guard is blocked by two defensive players. The tackle and ends are each blocked by one defensive player.</p>
<p><u>WEDGE</u> - All blockers form apex at P.O.A.</p>	 <p>The diagram shows a line of five offensive players (squares) and three defensive players (triangles). All offensive players are angled towards a common point (the P.O.A.) in the center, forming a wedge shape. The defensive players are positioned to block the offensive players.</p>
<p><u>WHAM</u> - A block by a offset back or TE in the backfield on the noseguard or tackle in the core.</p>	 <p>The diagram shows a line of five offensive players (squares) and three defensive players (triangles). A defensive player (triangle) is shown blocking an offensive player (square) in the backfield. The offensive players are angled towards the center, and the defensive players are positioned to block them.</p>
<p><u>COUNTER GAP</u> - Refers to offside guard and tackle pulling to side of call for blocking scheme other than trap.</p>	 <p>The diagram shows a line of five offensive players (squares) and three defensive players (triangles). The guard and tackle are shown pulling to the side of the call, indicated by arrows. The offensive players are angled towards the center, and the defensive players are positioned to block them.</p>

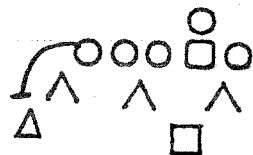
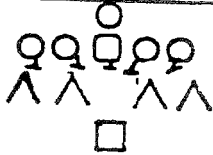
BLOCKING TERMINOLOGY - "BACKS"

<p><u>BIM</u> - Block made by back on defensive man outside his tackle (the defensive end or cavity linebacker).</p>	
<p><u>BIM TRAP</u> - Action of a back to influence an defensive end to the outside.</p>	
<p><u>BLUFF</u> - Action of a back to influence an OLB to the outside. This term can also refer to a block by a TE or receiver influence an OLB to the outside.</p>	
<p><u>BOB</u> - Block made by back on defensive man outside his TE (normally a linebacker).</p>	
<p><u>BOSS</u> - Block made by back on support man.</p>	
<p><u>LEAD</u> - A back leading the play into designated area inside.</p>	
<p><u>FLOW 38 GO</u> - The fullback replaces pulling guard toward the play. Lead back block #3 (SAM) onside - G block support.</p>	
<p><u>PLUNGE</u> - The fullback replaces pulling guard opposite the play.</p>	
<p><u>WHAM SUCKER</u> - A back blocks a defensive lineman outside in with a guard pulling opposite (usually a tackle).</p>	

BLOCKING TERMINOLOGY - "RECEIVERS & PASS"

AX / CHIP - Type of pass protection in which backs stay in and help tackles.	
AREA - Type of pass protection Vs. games in the offensive linemen block their area.	
DASH - Type of pass protection in which the WB rolls out after making it look like a drop-back pass. The dash block will be on defender who has pass contain and is executed by a back quick receiver.	
DUAL READ - The guard and back (quick receiver) read the inside linebacker to determine whether back can release into pattern.	
SINGLE READ - The back reads a linebacker to determine whether he can release into pattern.	
MAN - Type of protection Vs. games in which the offensive linemen block their man (slide through).	
SLIDE - Type of protection in which the line (option) area blocks their backside gaps. Most common play pass protection.	
CRACK - Term used when outside receiver blocks inside on a defensive man. Can be Sam or any linebacker.	
CRACK BACK - Onside tackle pulls and blocks 1st support.	

BLOCKING TERMINOLOGY - "RECEIVERS & PASS" (continued)

<p><u>Y-FLARE</u> - Release outside of outside linebacker by (Y release) tight end to block support. OLB blocked by inside blocker (Bob/Trap).</p>	 <p>The diagram illustrates a Y-Flare blocking scheme. It shows a line of five offensive players (circles) and three defensive players (triangles). A curved arrow indicates the tight end (the second circle from the left) releasing to block the outside linebacker (the rightmost triangle). The middle defensive player (the middle triangle) is positioned between the offensive line and the tight end's release point.</p>
<p><u>QUICK</u> - Protection used with 3 step drop passes in which linemen aggressively fire through middle of defender.</p>	 <p>The diagram illustrates a Quick blocking scheme. It shows a line of five offensive players (circles) and three defensive players (triangles). The offensive line is positioned directly in front of the defensive line, indicating a direct, aggressive blocking attempt through the middle of the defense.</p>

MIAMI DOLPHINS

DEFENSIVE PRINCIPLES

The Dolphins will again be a great Defensive Team if we accomplish the following:

1. Defense is a One on One game played together as a Team. You will be expected to line up on the man over you and whip him consistently play after play.
2. Work to improve your own weaknesses.
3. We will coach effort, practice effort, and develop effort when you are tired.
4. Our Base Defense is our Bread and Butter. Along with our Nickel and some blitzes, we must all play the Defense called. Do not guess. Every player will be expected to carry out his responsibilities to the Defense first. Your athletic ability and awareness will take over to let you make plays.
5. React to a sudden change as a challenge!!
6. Our defense must be accumulative. To win the close game in the 4th quarter is an accumulation of your play in the first three (3) quarters.
7. Eliminate the "Gift" score. This kills the Defense.
8. We must establish the reputation in the league as a nasty, mean, intense and dominating defense. Have Pride in the Total Team, as well as Individual Pride. Your play must gain the Respect of the NFL as a Stingy Defense.
9. Great Defensive Teams Excel in Pursuit!! Pursuit has to be done Every Down. You can never take a down off. We must punish our opponent and make them bleed for every yard. Pursuit at the proper angle is the result of Explosive Line Charges, Fighting Pressure and Force Rules.
10. Force opponents to give up the Football by Gang Tackling and vicious hitting. Make it HOT for Ball Carriers, Receivers and Quarterbacks.
11. Autograph Your Performance. Don't let our opponents set their game plans on you.

OBJECTIVES OF DOLPHIN DEFENSE

- I. PREVENT THE SCORE: The number one objective of our Defense is Prevent the Score. Scoring Defense has the best correlation to winning. Each year, the playoff teams rank in the top ten in preventing the score.
- II. TAKE AWAYS: Take aways have a great correlation to winning. We must become a great Take Away Team. We'll develop these skills in Practice along with impact hitting in games.
- III. REGAIN POSSESSION OF THE FOOTBALL: Get our Offense back on the field where they can score. Get off the field without a score. The opponents punter must put in a full day.
- IV. PREVENT THE LONG PASS OR LONG RUN: The Best Defenses will be scored on some. The Best Teams in the league, year in year out yield an Average of around 15 points per game. The Great Defense does not give up the Long Run or Pass. We must give up yardage in small amounts. If we force the Offense to keep trying, something good will happen. The Long Play is prevented by great Pursuit, Consistent Pass Rush, Alert-Error Free Coverage.
- V. WIN THE BATTLE ON FIRST DOWN: The Offense that continues to come up with Long Yardage on 2nd Down does not convert many 3rd Downs. We must be able to force the Known situation. Play-off teams can stop the Run. Play-off teams can also run the ball. To be a Play-off Team, we must develop an Explosive Front Seven to stop the run.
- VI. SCORE ON DEFENSE: A Defensive Score can turn a close game into a win. Teams that get a Defensive score win most of the time.
- VII. DEFENSE can never have a Bad Day.

DEFENSIVE PERSONNEL

A COMPLETE FOOTBALL PLAYER IS ABLE TO DO THE FOLLOWING:

RUN GAME

- I. Do not let a team control the game by running on us. Take their run game away from them. Our base defense is designed to stop the run. Everyone must execute their aggressive techniques properly and "play the defense called". If a team is running (or trying to run) on us, stay alert and more expectant of the runs directed at you.
- II. Know situation, down and distance, score.
- III. Know Force and Key for Force.
- IV. Know formations and what they like to run out of each.
- V. Know what the other team is trying to do to beat you. This knowledge will often help you react quicker to the play. DO NOT let a play be repeated successfully on you.
- VI. Study your opponents for any tips, run or pass. If run, look at your key from your stance at the line of scrimmage. Position yourself stronger for the run.
- VII. Stay on your feet and do not get cut down. Dominate line of scrimmage - with great explosiveness.
- VIII. Work in practice. Develop good habits in practice.
- IX. Stopping the run is Eleven (11) men who have developed an intense - swarming - hot pursuing defensive attitude that finish every play with Impact Hitting.

DEFENSIVE PERSONNEL cont.

PASSING GAME

- I. We must have a well coordinated effort on all elements of Pass Defense. Great rush, good hold up on Receivers, and tight coverage.
- II. The defensive unit must play with confidence, instinct and totally in charge and aware in all situations. To play this way, one must have a complete grasp of what each coverage means, where he fits in, and the game situations and adjustments that can be made.
- III. Know the situations, Down & Distance, and Score.
 - A. Take Away Third Down Plays
- IV. Recognize formations and their tendencies.
- V. Know what the other team is trying to do to beat you.
- VI. Know your assignment.
- VII. Defensive Backs: Know the Buzz of your linebacker.
- VIII. Pressure on QB: Sacks, Hurries, Hits on QB, Batted Balls, High Balls are the key to Great Pass Defense.
- IX. Eliminate the "Gift Score". No cheap bombs.
- X. Intimidate opponent - if the pass is caught, be in position to go through the receiver aggressive (strip & search).

FORCING FUMBLES

1. "The Great Impact of a Hitter" will force more fumbles with a lasting effect on Ball Carriers, Receivers and Quarterbacks.

Great Pursuit - Gang tackling by a lot of "Hitters" will have an equal effect. Make it "Hot" and keep it Hot on all Ball Carriers.

2. Know the "Fumblers" - There are Running Backs and Receivers who are known Fumblers. Try to know the characteristics of each. A runner who spins, pivots and twists a lot is the type who leaves himself open to allow you to force fumbles. We want to extend their reputation.
3. Making first impact on the ball will often knock the ball loose. Even if you do not accomplish your objective you are still in good position to bring the runner down.
4. If you are the second or third man in on a tackle, GO FOR THE FOOTBALL. This applies when the first tackler has stopped the ball carrier's momentum.
5. If you can't make the tackle, grab or pull ball carrier's arm.

If you are being contained by a blocker and cannot get a good shot at the runner, reach out for the ball with both hands. ACTUALLY TACKLE THE FOOTBALL WITH BOTH HANDS.
7. If you are approaching the runner FROM BEHIND AND TACKLING HIM HIGH you can sometimes PUNCH THE BALL LOOSE.
8. If you are approaching the runner from behind and you are the second or third man, GO FOR THE ELBOW. A lifting action on the elbow will sometimes force the runner to fumble. The ball carrier cannot retain the football with a lifting movement on the elbow.
9. When rushing the Quarterback, FORCE FUMBLES BY STRIPPING AND HARD TACKLING. This is effective when he is back pedaling. Defensive Linemen and Linebackers who get in quickly are in good position to force fumbles in this manner. Reach around with up field arm to strip QB.
10. There are times when deep backs can force fumbles due to the type of pass thrown. A technique that is very effective is to SLAP AT THE BALL BEFORE THE RECEIVER CAN PUT IT AWAY. Many times he will drop the ball. Of course, this could be rules an incomplete pass, but there are times when the official will rule the pass completed and then a fumble. Try this in practice against our own offensive receivers.
11. We will drill most of these techniques in practice. Impact and Gang Tackling will be done in Scrimmages and Pre-Season games to prepare us for the 16 Game Season.

OPEN HUDDLE

RC W S/S S LC
RE RT LT LE
F/S M

PERSONNEL GROUPING: UPON ENTERING GAME PUT FINGERS IN AIR TO DETERMINE PERSONNEL IN GAME.(ie. BASE, 45, 47, ETC.)

HUDDLE PROCEDURES:

TACKLES: FORM HUDDLE QUICKLY.
SAFETIES: GIVE DOWN/DISTANCE.
LINEBACKER: MAKE FRONT CALL AND ANY LINE STUNT.
i.e. "BASE"; OR "BASE, OPEN EASY".
SAFETY: CALL COVERAGE AND ALERTS.
i.e. "DOUBLE SWITCH"; "COVER 1 ALERT POST"
AFTER CALL, SAY "READY" EVERYONE SAY "BREAK" AND CLAP HANDS.

ON THE LINE:

- SEE OFFENSE BREAK HUDDLE AND ALIGN ACCORDING TO THE HUDDLE CALL.
- SAM LINEBACKERS CALL "LEO" OR "REX" TO IDENTIFY THE TE.
- SAFETY & LINEBACKERS; CALL OUT THE OFFENSIVE FORMATION, STRENGTH.
(i.e.: "RED LEFT")

DEFENSIVE CHECK OFF:

- LB'S WILL MAKE THE "CHECK" CALL TO CHANGE FRONTS OR STUNT.
- SAFETY WILL ADJUST OR CHECK ANY COVERAGE.
- BOTH VERBAL AND HAND SIGNALS WILL BE USED TO COMMUNICATE FIELD CALLS. ALL ARE EXPECTED TO KNOW FIELD SIGNALS.

GENERAL TERMS

- BASE:** DEFENSIVE ALIGNMENT WITH 4 DL, 3LBS, 4 DBS.
- 45 DEFENSE:** DEFENSIVE ALIGNMENT WITH FIVE (5) DBS.
- 46 DEFENSE:** DEFENSIVE ALIGNMENT WITH SIX (6) DBS.
- 47 DEFENSE:** DEFENSIVE ALIGNMENT WITH SEVEN (7) DBS.
- B.C.:** BALL CARRIER.
- C.P.:** COACHING POINT.
- P.O.A.:** POINT OF ATTACK
- C.B.:** BALL CARRIER CUTTING BACK BEHIND P.O.A.
- BACKFIELD TRIANGLE:** READING THE TE AND FLOW OF BACKS TO DETERMINE RUN AND PASS FOR SAFETIES AND CORNERS.
- STUNT:** MOVEMENT ON THE SNAP BY DEF-LINE OR LB.
- GAMES:** PASS RUSHES BY DEFENSIVE LINEMEN OR LINEBACKERS
- BOS/BOW:** BACKERS OVER STRONG SIDE/ BACKERS OVER WEAK.
- UP FIELD:** REFERS TO PLAY ON OFFENSIVE SIDE ON L.O.S.
- DOWNFIELD:** REFERS TO PLAY ON DEFENSIVE SIDE OF L.O.S.
- "OMAHA":** CALL AT LINE MOVING DEFENSIVE LINE OPPOSITE OF BASE.
- "CHECK":** USED TO CALL OFF A BLITZ OR TO CHANGE COVERAGE. USE VERBAL AND HAND SIGNALS TO DENOTE COVERAGE CHANGE.
- "KRACK-KRACK":** USED TO ALERT INSIDE SUPPORT THAT OUTSIDE RECEIVER IS BLOCKING DOWN. CALL WITH "ZOOM-IN(ZIN)".
- CAN-IT:** USED TO CALL OFF STUNT OR GAME.
- 10-UP:** DEFENSIVE ALIGNMENT WITH PLAYERS ALIGNED ON OR NEAR L.O.S
- ACE:** TELLS BOTH CORNERS TO ALIGN LEFT AND RIGHT REGARDLESS OF FORMATION.
- MATCH UP:** CORNERS ALIGN ON WIDE RECEIVERS.

DEFENSIVE TERMINOLOGY

FORMATION TERMS:

STRONG SIDE (S/S): SIDE OF FORMATION WHERE 2 RECEIVERS ARE LOCATED. Ex. TIGHT END (Y) & FLANK (Z) OR SLOT (S) & FLANK (Z).

WEAK SIDE (W/S): SIDE OF FORMATION AWAY FROM THE 2 RECEIVERS.

REGULAR: A BALANCED OFFENSIVE FORMATION WITH A WIDE RECEIVER ON THE EACH SIDE.

OPPOSITE: AN OFFENSIVE FORMATION WITH 2 WIDE RECEIVERS ON THE SAME SIDE.

LEO/REX: CALL TO IDENTIFY THE ALIGNMENT OF TE (LEO = LEFT; REX = RIGHT)

PAIR: A TE, BACK OR RECEIVER ALIGNED NEXT TO TE (1-2 YARDS).

CLOSE (C): A RECEIVER OR WING ALIGNED 3-5 YARDS OUTSIDE TE.

NEAR: A TE OR X RECEIVER AWAY FROM TE ALIGNS ON LOS NEXT TO OT.

KRACK: A RECEIVER OR WING ALIGNED 1/2 WAY BETWEEN A WIDE RECEIVER AND TE OR OT.

WIDE: WING ALIGNED OUTSIDE WIDE RECEIVER S/S OR W/S.

FLEX: TE OR X RECEIVER ALIGNED 3-5 YARDS OUTSIDE OT.

NEAR BACK: THE REMAINING BACK THAT LINES TO YOUR SIDE.

FAR BACK: THE REMAINING BACK THAT LINES AWAY FROM YOUR SIDE.

STRONG BACK: BACK ALIGNMENT ON SS OF FORMATION.

WEAK BACK: BACK ALIGNMENT ON WS OF FORMATION.

A-BACK: IN WING OR FLOOD FORMATION, RB ALIGNED AWAY FROM STRENGTH.

B-BACK: IN WING OR FLOOD FORMATION, RB ALIGNED TO STRENGTH.

FORMATION MOVEMENT TERMS

- ROCKET:** MOVEMENT TO CHANGE STRENGTH FROM OPPOSITE TO REGULAR FORMATION.
- PHONY ROCKET:** START ROCKET, THEN RETURN TO OPPOSITE.
- ORBIT:** MOVEMENT TO CHANGE STRENGTH FROM REGULAR TO OPPOSITE.
- PHONY ORBIT:** START ORBIT, THEN RETURN TO REGULAR.
- ZOOM:** RECEIVER MOVEMENT TO THE BALL:
ZOOM IN = ZIN, XIN, TIN, WIN, PIN.
- ZOOM OUT:** RECEIVER MOVEMENT AWAY FROM THE BALL:
ZOOM OUT = ZOT, XOT, TOT, WOT, POT.
- TEM:** TE OR SLOT MOVING ACROSS FORMATION TO CHANGE STRENGTH.
- PHONY TEM:** TE OR SLOT START MOVEMENT ACROSS, THEN RETURN.
- MOVE:** TE OR SLOT SHIFT TO CHANGE STRENGTH (IT WILL LOOK LIKE TEM UNTIL THEY SET DOWN).
- SHIFT:** MOVEMENT BY ONE OR MORE PLAYS TO A NEW FORMATION.
- NUISANCE SHIFT:** TWO OR MORE PLAYERS MOVING TO CREATE A NEW FORMATION OR A NEW LOOK.
- RESET:** AFTER A SHIFT, REALIGNMENT OF DEFENSE TO NEW FORMATION.
- MOTION:** MOVEMENT OF BACK OR WING AWAY FROM STRENGTH.
- FLY:** MOVEMENT OF BACK OR WING S/S TO CREATE A FLOOD FORMATION.
- FIRE:** PLAY PASS OR STRONG FLARE (88/89 ACTION) MOVING 4 RECEIVERS TO STRONG SIDE.
- FRANK:** PLAY PASS OR WEAK FLARE (66/67 ACTION) MOVING 3 RECEIVERS TO WEAK SIDE.

MAN TO MAN PASS COVERAGE TERMS

- M/M:** SYMBOL FOR MAN TO MAN COVERAGE
- DEUCE:** SAFETIES COMMITTED TO MAN/MAN COVERAGE ON EACH SIDE OF FORMATION.
- TRIO:** SAFETIES COMMITTED TO MAN/MAN COVERAGE ON THE SAME SIDE OF FORMATION.
- DEUCE/TRIO:** A COVERAGE TERM; THE FOUR DB'S ARE RESPONSIBLE FOR FOUR RECEIVERS, WITH A LINEBACKER RESPONSIBLE FOR THE 5TH RECEIVER.
- I/O:** IN/OUT COVERAGE BY 2 DEFENDERS COVERING 1 RECEIVER INSIDE/OUTSIDE.
- ZEBRA:** DOUBLE-COVERAGE ON #1 STRONG SIDE (ON "Z") BY CORNER AND SAFETY.
- PINCH:** DOUBLE-COVERAGE ON #2 STRONG SIDE (SLOT OR Y) BY TWO DEFENSIVE BACKS.
- SQUEEZE:** DOUBLE-COVERAGE ON WING #2 WEAK SIDE BY TWO DEFENSIVE BACKS.
- TRICK:** DOUBLE-COVERAGE ON #1 WEAK SIDE (X) BY CORNER AND SAFETY.
- CLAMP:** DOUBLE-COVERAGE ON #3 BY TWO LINEBACKERS OR SAFETIES.
- BRACKET:** DOUBLE-COVERAGE ON A PARTICULAR RECEIVER REGARDLESS OF HIS ALIGNMENT.
- INK:** INSIDE BUMP COVERAGE: DB ON/INSIDE RECEIVER WITH OUTSIDE EYE TO RECEIVER'S INSIDE EYE.
- HARD INK:** SAME AS INK, BUT DB IS SHOULDER TO SHOULDER ON RECEIVER.
- ORK:** OUTSIDE BUMP COVERAGE: DB ON/OUTSIDE RECEIVER WITH INSIDE EYE TO RECEIVER'S OUTSIDE EYE.
- HARD ORK:** SAME AS ORK, BUT DB IS SHOULDER TO SHOULDER ON RECEIVER.

- COUPLE:** 2 LINEBACKERS COVERING 2 BACKS ACCORDING TO RELEASE.
- BANJO:** 2 LINEBACKERS OR SAFETY COVERING TE AND S/S BACK, OR PAIR ACCORDING TO THEIR RELEASE.
- BOX:** 2 DEFENSIVE BACKS COVERING 2 CLOSE OR STACKED RECEIVERS ACCORDING TO THEIR RELEASE.
- STICK:** CALL TO CHANGE BANJO OR BOX TECHNIQUE TO STRAIGHT MAN/MAN COVERAGE.
- POST:** CALL MADE IN COVER ONE WHEN W/S COVERS #2 W/S AND S/S COVERS THE POST.
- LURK:** SOMEONE ZONING BETWEEN 7 TO 12 YARDS DEEP IN MAN/MAN COVERAGE.
- ENGAGE:** WHEN IN M/M COVERAGE, IF THE RECEIVER BLOCKS OR CHECKS, CLOSE AND PHYSICALLY COVER HIM.
- HOLD:** WHEN IN M/M COVERAGE, IF THE RECEIVER BLOCKS OR CHECKS, LAY OFF AND LURK. YOU STILL HAVE COVERAGE IF RECEIVER RELEASES.
- LOCK:** M/M ON RECEIVER BY DB IN A ZONE COVERAGE.

ZONE PASS COVERAGE TERMS

- SKY:** SAFETY IN ROTATION, ZONES CURL/FLAT AND FORCE MAN.
- CLOUD:** CORNER IN ROTATION, ZONES CURL/FLAT AND FORCE MAN.
- INSIDE TECHNIQUE:** DB PLAYS OFF AND MAINTAINS AN INSIDE RELATIONSHIP WITH RECEIVER (SPLIT RULE MAY DETERMINE THIS TECH.
- OUTSIDE TECHNIQUE:** DB PLAYS OFF AND MAINTAINS AN OUTSIDE RELATIONSHIP WITH RECEIVER (SPLIT RULE MAY DETERMINE THIS TECH.
- PRESS:** AN ALIGNMENT HEAD-UP AND TIGHT ON RECEIVER. HE CAN COVER INSIDE OR OUTSIDE TECHNIQUE ACCORDING TO RELEASE OF RECEIVER OR THE COVERAGE CALLED. THIS CAN BE A M/M OR ZONE ALIGNMENT.
- LEVEL:** CALL TO "FLAT" DEFENDER TO COME OFF 2ND THROUGH ZONE COVERAGE OR CALL IN COVER 2 TO TELL "FLAT" DEFENDER NOT TO CUSHION.
- RIDE:** CALL IN COVER 2 TO COVER #2 (SLOT) M/M ON INSIDE CUTS.
- INVERT:** SAFETY AND LINEBACKER IN COVER 3, EXCHANGE COVERAGE ASSIGNMENTS. LINEBACKER HAS "FLAT" -SAFETY HOOK.
- JAM:** COLLISION RECEIVER USING HANDS TO PHYSICALLY DICTATE HIS RELEASE.
- FORCE:** JAM & RE-ROUTE RECEIVER OUTSIDE.
- FUNNEL:** JAM & RE-ROUTE RECEIVER INSIDE.
- CUSHION:** SEPARATION BETWEEN RECEIVER AND DEFENDER.
- SEAM:** AREA BETWEEN ZONES.
- FADE:** SEAM BEHIND OUTSIDE ZONE; WIDE AND DEEP.
- DIG:** A DEFENDER TO COVER AN AREA 15 TO 20 YARDS DEEP IN THE MIDDLE OF THE FIELD TO HELP COVER #1 ON INSIDE PATTERNS.
- CHINA:** AN UNDERNEATH PASS ROUTE, WHEN AN INSIDE RECEIVER CLEARS SEAM.
- SPY:** A DEFENSIVE PLAYER ASSIGNED TO COVER SCREENS, CHECK DOWNS, CHINA PATTERNS, AND QUARTERBACK SCRAMBLES.

SAM LINEBACKER

SAM LINEBACKER

STANCE:

2 POINT - FEET PARALLEL - POWER PRODUCING ANGLES IN ANKLES, KNEES AND HIPS.

ALIGNMENT:

WILL VARY BY COVERAGE, FORMATION, AND BACKFIELD SETS.

PRIMARY KEY:

PLAY DIRECTION OF BACKS OR BACK THROUGH
OFFENSIVE TACKLE.

SECONDARY KEY:

BLOCKING PATTERNS OF OFFENSIVE LINE, TITE END,
OR BACKS

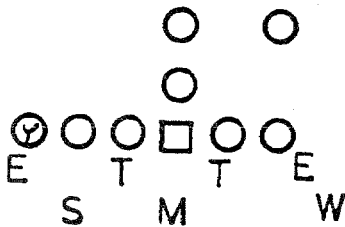
RESPONSIBILITIES:

PLAY TO: LEAD: ATTACK BLOCKER INSIDE; PERIMETER: SCRAPE AND FILL BETWEEN SUPPORT AND DE, SPILL TO SAFETY.

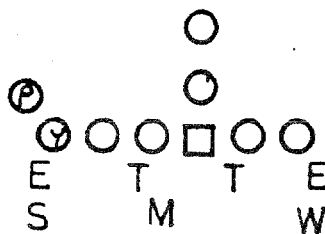
"BOX SUPPORT": CONTAIN ALL PLAYS TO YOUR SIDE.

PLAY AWAY: PRIMARY FILL BETWEEN DT AND NOSE (A-GAP)

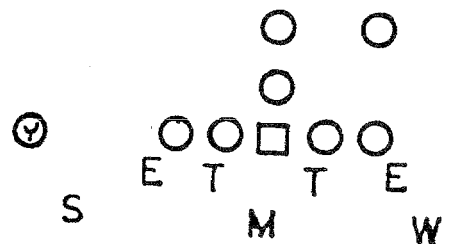
SAM BASE ALIGNMENT



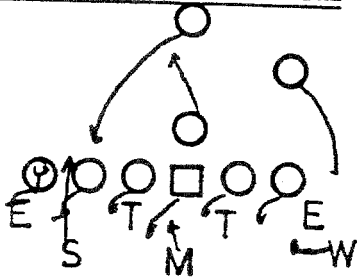
SAM "BOS" ALIGNMENT



SAM "WALK" ALIGNMENT

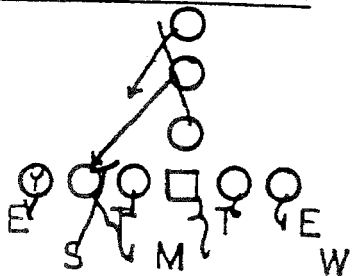


PLAY TO: BASE BLOCK



YOU ARE RESPONSIBLE FOR "C" GAP. 9 TECH. SHOULD
FORCE PLAY BACK TO YOU. STAY SHOULDERS AND HIPS
SQUARE TO L.O.S

PLAY TO: LEAD TURN

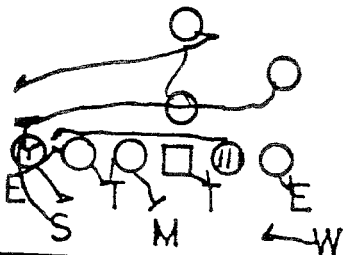


TIGHT END TURNS ON 9 TECH, TACKLE DOUBLES ON 3 TECH, TAKE ON LEAD BLOCKER SHADE INSIDE. FORCE PLAY TO BOUNCE OR CUT BACK. NO LEADS BETWEEN YOU AND 3 TECH.

INDIVIDUAL LINEBACKER TECHNIQUES

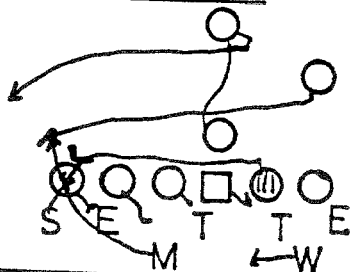
SAM LINEBACKER (CONTINUED)

PLAY TO: COUNTER GAP



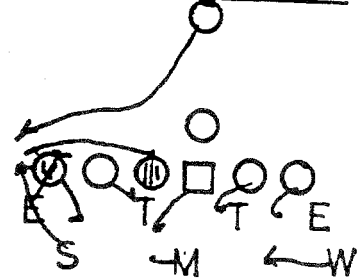
TIGHT END BLOCKS DOWN ON 5 TECHNIQUE LINEBACKER, SCRAPE OUT SIDE DE, WHO HAS SPILLED OFF FIRST BLOCKER. MAKE TACKLE OR SPILL ON SECOND BLOCKER. STAY SQUARE TO L.O.S. AND STAY ALIVE.

PLAY TO: COUNTER GAP VS. SOLID



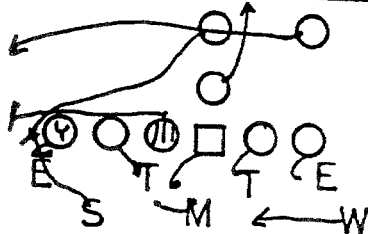
VS SOLID, TIGHT END BLOCKS DOWN ON 5 TECHNIQUE, CLOSE, GET INTO RUN LANE AND USE SHOULDER SQUARE SPILL TECHNIQUE. STAY ALIVE. MAKE THE TACKLE OR SPILL TO SUPPORT AND MIKE.

PLAY TO: "G" BLOCK



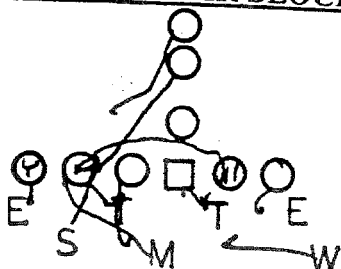
TREAT THE "G" BLOCKING SCHEME AS YOU WOULD PLAY COUNTER GAP. SCRAPE INSIDE OUT. MAKE TACKLE OR SPILL BALL CARRIER TO SUPPORT.

PLAY TO: "RIDE" BLOCKING



TREAT THE "RIDE" BLOCKING SCHEME AS YOU WOULD PLAY COUNTER GAP. SCRAPE INSIDE OUT. MAKE TACKLE OR SPILL BALL CARRIER TO SUPPORT.

PLAY TO: POWER BLOCK

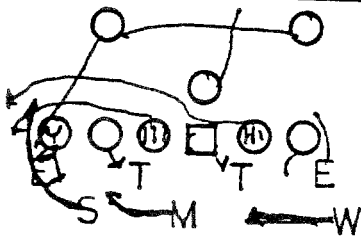


WILL USUALLY TURN IN TO A LEAD VS DE IN A 9 TECHNIQUE.

INDIVIDUAL LINEBACKER TECHNIQUES

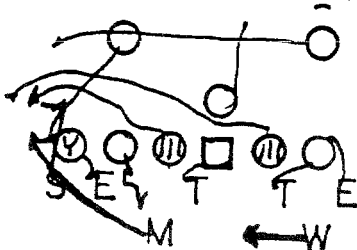
SAM LINEBACKER (CONTINUED)

PLAY TO: "FLOW" VS. BASE



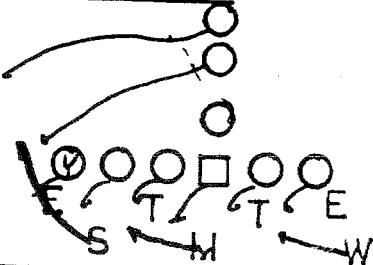
TE AND OT BLOCK DOWN ON LB AND DT. SCRAPE OUT SIDE DE GETTING UP FIELD INTO RUN LANE. ATTACK FB AND MAKE PLAY SPILL TO SUPPORT. STAY ALIVE.

PLAY TO: "FLOW" VS. SOLID



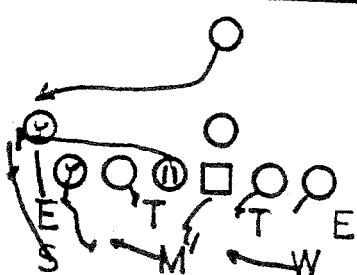
TE AND OT BLOCK DOWN. ATTACK BLOCK OF BACK INSIDE OUT GETTING UP FIELD INTO RUN LANE. BACK WILL TRY TO CUT YOU. CLEAR YOUR FEET AND STAY ALIVE. MAKE PLAY SPILL TO SUPPORT.

PLAY TO: "TOSS"



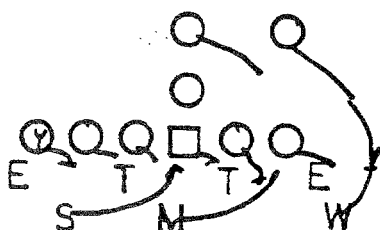
TIGHT END REACHES ON 9 TECHNIQUE, WITH TOSS BACKFIELD ACTION, SCRAPE UP FIELD INTO THE RUN LANE. PLAY SWEEP FROM INSIDE. YOU BECOME THE CUTBACK PLAYER.

PLAY TO: "BOX" SUPPORT



"BOS" ALIGNMENT. STACK BEHIND DE. IF PAIR BLOCKS DOWN ON DE, SAM BECOMES TE REPLACEMENT SUPPORT. GET UP FIELD INTO THE RUN LANE. MAINTAIN GOOD OUTSIDE LEVERAGE ON ALL BLOCKERS. SQUEEZE PLAY AS MUCH AS POSSIBLE. IF BC GETS OUT SIDE, IT MUST BE WIDE AND DEEP. CRACK BY "Z", WING, OR PAIR, MAINTAIN INSIDE OUT LEVERAGE ON CRACK. YOU BECOME THE CUTBACK PLAYER. SAFETY OR CORNER WILL REPLACE YOU AS PRIMARY SUPPORT. SAM RESPONSIBLE FOR REVERSE.

PLAY AWAY:



SAM IS RESPONSIBLE FOR AREA BETWEEN THE TACKLES. THE "A" GAP. SLOW PLAY AREA VS. A CUT BACK TYPE RUNNER. CAN GIVE DE "FULLBACK" STUNT.

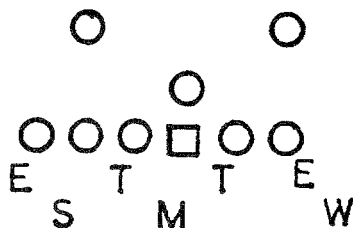
IN SOLID: FALL BACK TO FILL "A" GAP. YOU MAY WANT TO GIVE DE(5 TECHNIQUE) A GAP CALL VS CUT BACK RUNNERS.

INDIVIDUAL LINEBACKER TECHNIQUES

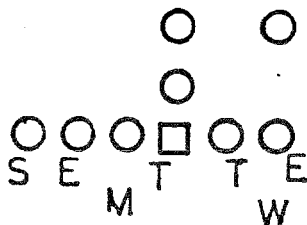
MIKE LINEBACKER

<u>STANCE:</u>	2 POINT - FEET PARALLEL - POWER PRODUCING ANGLES IN ANKLES, KNEES, AND HIPS.
<u>ALIGNMENT:</u>	WILL VARY BY COVERAGE, FORMATION, AND COVERAGE.
<u>PRIMARY KEY:</u>	PLAY DIRECTION OF BACKS OR BACK THROUGH OFFENSIVE GUARDS AND CENTER.
<u>SECONDARY KEY:</u>	BLOCKING PATTERNS OF OFFENSIVE LINE AND BACKS
<u>RESPONSIBILITIES:</u>	<p><u>PLAY TO CLOSED SIDE:</u> AREA BETWEEN DEFENSIVE TACKLES ON CLOSED SIDE.(A-GAP).</p> <p><u>PLAY TO OPEN SIDE:</u> AREA BETWEEN DT AND DE ON OPEN SIDE.(B-GAP)</p> <p><u>SOLID FRONT:</u> AREA OF RESPONSIBILITY WILL BE REVERSED. "B" GAP CLOSED SIDE AND "A" GAP OPENSIDE.</p>

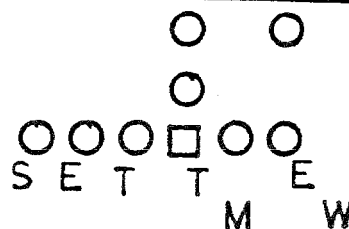
MIKE ALIGNMENT BASE



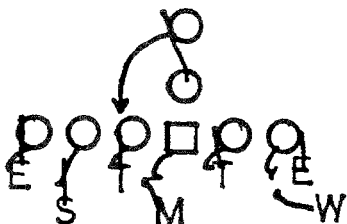
MIKE ALIGNMENT SOLID



MIKE ALIGNMENT OVER

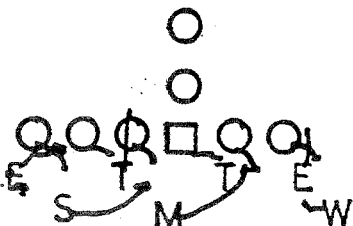


STRETCH TO CLOSED SIDE:



CENTER AND OG WILL SCOOP OFF DT TO BLOCK MIKE. FILL AREA BETWEEN TACKLES. IF A-GAP IS THREATENED, FILL A-GAP HARD ON ONE BACK OR DIVIDE ACTION.

STRETCH TO OPEN SIDE:

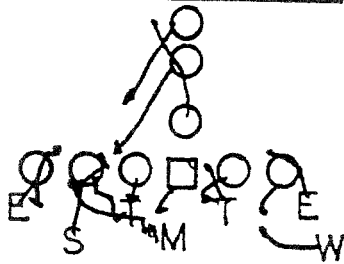


CENTER AND OG WILL TRY TO SCOOP OFF DT TO BLOCK MIKE. FILL AREA BETWEEN DT AND DE. IF B-GAP IS THREATENED, FILL B-GAP HARD.

INDIVIDUAL LINEBACKER TECHNIQUES

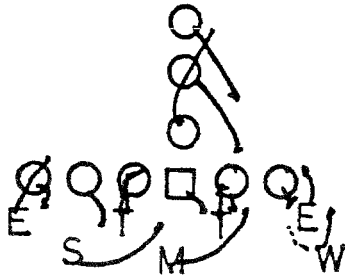
MIKE LINEBACKER (CONTINUED)

LEAD TO CLOSED SIDE:



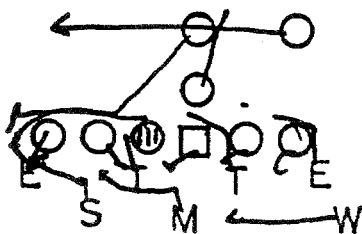
ATTACK LEAD BACK AS DEEP AS POSSIBLE DOWN HIS MIDDLE. MAKE THE BACK MAKE A LATERAL CUT.

LEAD TO OPEN SIDE:



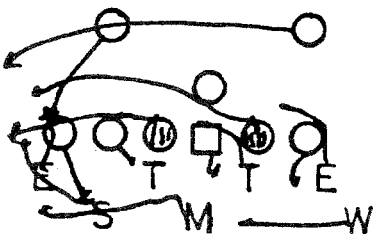
SCRAPE "B" GAP. ATTACK LEAD BACK AS DEEP AS POSSIBLE DOWN INSIDE OUT. MAKE THE BACK MAKE A LATERAL CUT.

RIDE TO CLOSED SIDE:



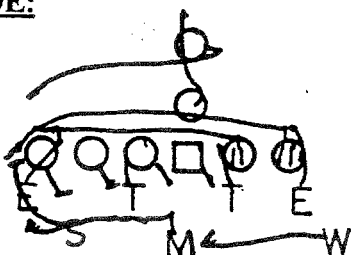
SHUFFLE THROUGH "A" GAP AND PLAY OFF SAM AND DE. BE A "LINEBACKER".

FLOW TO CLOSED SIDE:



SHUFFLE THROUGH "A" GAP AND PLAY OFF SAM AND DE. BE A "LINEBACKER".

COUNTER GAP TO CLOSED SIDE:

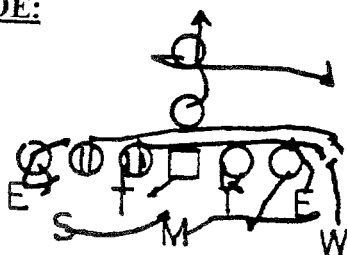


SHUFFLE THROUGH "A" GAP. THE OG OR OT WILL BE BLOCKING DOWN ON YOU. IF YOU CLEAR OG, LOOK TO PLAY OFF SAM AND DE. THIS COULD BE "B"-GAP OR "C"-GAP. BE A "LINEBACKER".

INDIVIDUAL LINEBACKER TECHNIQUES

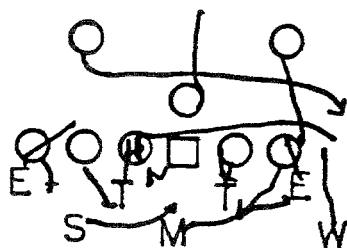
MIKE LINEBACKER (CONTINUED)

COUNTER GAP TO OPEN SIDE:



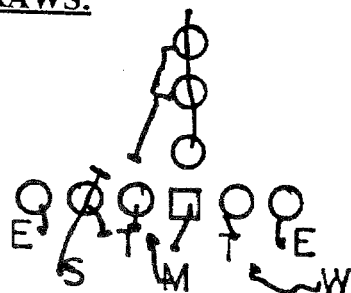
OT WILL BLOCK DOWN ON YOU. SHUFFLE TO FILL AREA BETWEEN DE AND WIL. IF OT GETS DOWN ON YOU, HOLD LOS. DO NOT GIVE UP LOS TRYING TO GET BY OT.

BIM TO OPEN SIDE:



OT WILL BLOCK DOWN ON YOU. SHUFFLE TO FILL AREA BETWEEN DE AND WIL. IF OT GETS DOWN ON YOU, HOLD LOS. DO NOT GIVE UP LOS TRYING TO GET BY OT.

DRAWS:



PLAY LEAD DRAW AS LEAD. ALWAYS FORCE DRAW BACK TO CORE OF DEFENSE.

INDIVIDUAL LINEBACKER TECHNIQUES

WIL LINEBACKER

STANCE:

2 POINT - FEET PARALLEL - POWER PRODUCING ANGLES IN ANKLES, KNEES, AND HIPS.

ALIGNMENT:

WILL VARY BY COVERAGE, FORMATION, AND BACKFIELD SETS.

PRIMARY KEY:

PLAY DIRECTION OF BACKS OR BACK THROUGH OFFENSIVE TACKLE.

SECONDARY KEY:

BLOCKING PATTERNS OF OFFENSIVE LINE, TITE END, OR BACKS

RESPONSIBILITIES:

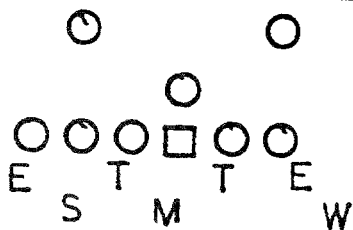
PLAY TO: OPEN SIDE GET UP FIELD INTO RUN LANE, SPILL TO SAFETY OR CORNER SUPPORT.

PLAY TO: NEAR TE FOLLOW SAM'S RULES FOR CLOSED SIDE.

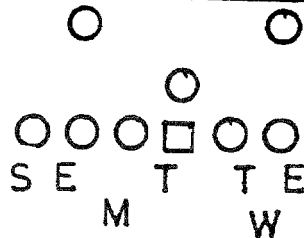
BACKER SUPPORT: (COVER 3) CONTAIN ALL PLAYS TO YOUR SIDE.

PLAY AWAY: PRIMARY FILL BETWEEN DE AND DT (B-GAP). YOU ARE PROTECTED BY D-LINE, "RUN TO BALL".

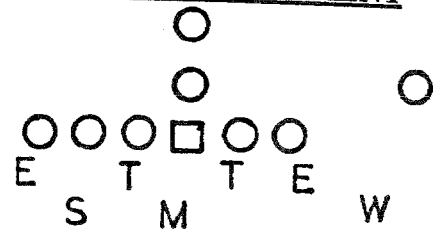
WIL BASE ALIGNMENT



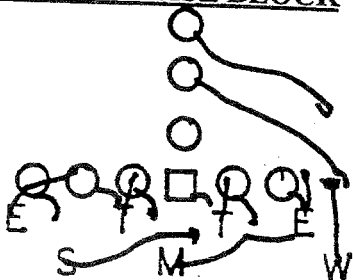
WIL SOLID ALIGNMENT



WIL "WALK" ALIGNMENT

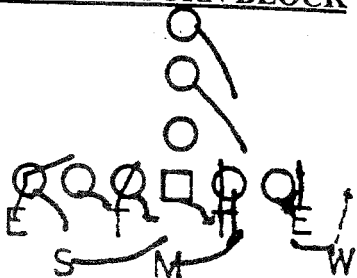


PLAY TO: BASE BLOCK



GET UP FIELD INTO RUN LANE, ATTACK BLOCKER INSIDE-OUT, SPILL BALL CARRIER TO SAFETY OR CORNER SUPPORT.

PLAY TO: TURN BLOCK



OT TURNS ON DE. SLOW PLAY AREA, LOOK TO TAKE ON LEAD BACK OR GUARD TRAP. MIKE WILL BE SCRAPPING INSIDE FORCING PLAY OUTSIDE.

WIL LINEBACKER (CONTINUED)

The diagram shows a sequence of nodes connected by arrows. The nodes are arranged in a horizontal line, with a vertical branch at the end. The nodes are labeled with letters below them: E, S, M, W. The sequence of nodes is: a circle with a diagonal line through it (labeled E), a circle (labeled S), a circle with a diagonal line through it (labeled M), a square (labeled M), a circle with a diagonal line through it (labeled W), a circle (labeled W), and a final circle at the top. Arrows indicate the flow from left to right, and then down to the final circle. A thick line highlights the path from E to S to M to W.

COVER 3: GET UP FIELD INTO THE RUN LANE. MAINTAIN GOOD OUTSIDE LEVERAGE ON ALL BLOCKERS. SQUEEZE PLAY AS MUCH AS POSSIBLE. DO NOT PLAY BLOCKERS TOO DEEP, THIS WILL OPEN THE "INVERTED" LOS. IF PLAY DOES GET AROUND YOU, MAKE IT GO WIDE AND DEEP

WHEN OT BLOCKS DOWN, DE WILL GET UP FIELD INTO THE RUN LANE, CLOSE DOWN AND SPILL PLAY TO WIL. GUARD WILL TRY TO TRAP WIL. GET UP FIELD INTO THE RUN LANE. KEEP SHOULDERS SQUARE "TRAP THE TRAPPER". STAY ALIVE. SPILL BC TO SAFETY OR CORNER SUPPORT.

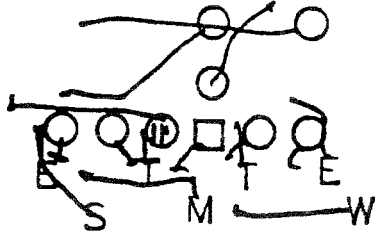
WHEN OT BLOCKS DOWN, DE WILL GET UP FIELD INTO THE RUN LANE, TAKING ON THE BIM BLOCK OF BACK. GUARD WILL TRY TO TRAP OR "LOG" YOU. GET UP FIELD INTO THE RUN LANE. KEEP SHOULDERS SQUARE "TRAP THE TRAPPER". STAY ALIVE. SPILL BC TO SAFETY OR CORNER SUPPORT.

ALIGN 2 TO 3 YARDS OFF L.O.S. INSIDE #2. WIL HAS SAME RESPONSIBILITIES AS IN BASE. ATTACK BLOCKER INSIDE OUT AND SPILL BC TO SAFETY OR CORNER SUPPORT.

INDIVIDUAL LINEBACKER TECHNIQUES

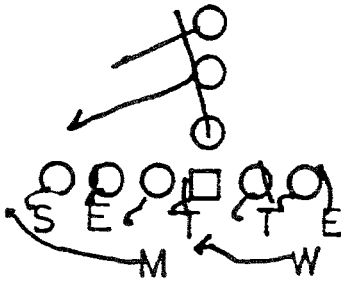
WIL LINEBACKER (CONTINUED)

PLAY AWAY: BASE



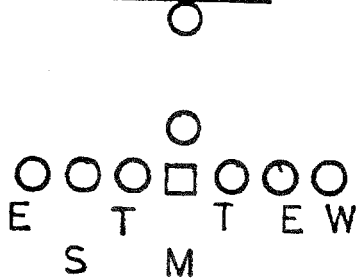
PRIMARY FILL BETWEEN DE AND DT "B" GAP. D LINE WILL PROTECT YOU. THIS WILL LET YOU RUN TO BALL. DE WILL HANDLE CUTBACK. VS. ONE BACK OR DIVIDE, SLOW PLAY "B-GAP" AREA FOR CUTBACK. DE IS RESPONSIBLE FOR REVERSE.

PLAY AWAY: SOLID



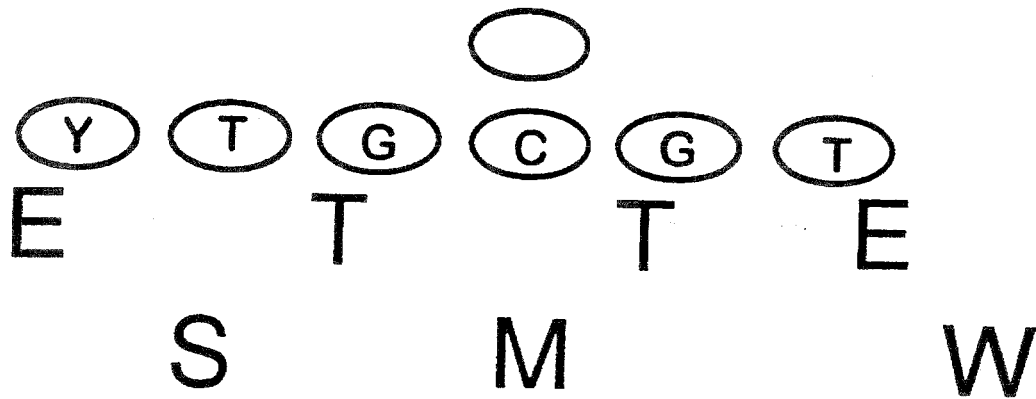
SLOW PLAY "B-GAP" AREA. IF OT IS TRYING TO CUT YOU OFF, CONTINUE PAST OT TO BALL. DE WILL PLAY CUTBACK. IF OT TURNS BACK ON DE, SLOW PLAY AREA FOR CUTBACK. DE IS RESPONSIBLE FOR REVERSE.

WHIP ALIGNMENT:



ALIGN ON TE SLIGHTLY OUTSIDE SHADE. MOVE DE DOWN TO 5 TECHNIQUE. PLAY ALL YOUR RESPONSIBILITIES FROM THE SOLID ALIGNMENT. THE TE WILL NOW BECOME YOUR PRIMARY KEY. DEFENSE AND COVERAGE WILL DETERMINE YOUR RESPONSIBILITY.

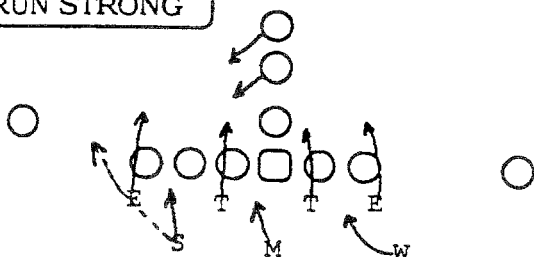
BASE



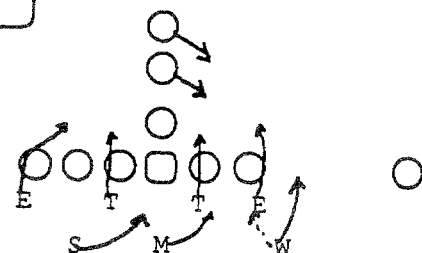
POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>LE</u>	9	9	BY COVERAGE	TITE END	D GAP TO ALLEY	SQUEEZE PURSUIT	CONTAIN
<u>LT</u>	3	3		GUARD	B GAP	SQUEEZE PURSUIT	PUSH POCKET
<u>RT</u>	1	1		GUARD	A GAP	SQUEEZE PURSUIT	PUSH POCKET
<u>RE</u>	5	5	BY COVERAGE	TACKLE	C GAP	SQUEEZE PURSUIT	CONTAIN
<u>SAM</u> (S)	5 Ø	READ	BLOCKING SCHEME FORMATION	BACKS THRU 'O'-LINE	C GAP TO SCRAPE	SHUFFLE A GAP PURSUE	COVERAGE CALLED
<u>MIKE</u> (M)	ZERO SHADE	READ		BACKS THRU 'O'-LINE	A GAP PURSUE	B GAP PURSUE	COVERAGE CALLED
<u>WIL</u> (W)	HIP	READ		BACKS THRU 'O'-LINE	MIRROR KEY TO BALL	SHUFFLE A GAP, CUT BACK - BALL	COVERAGE CALLED

NOTES:

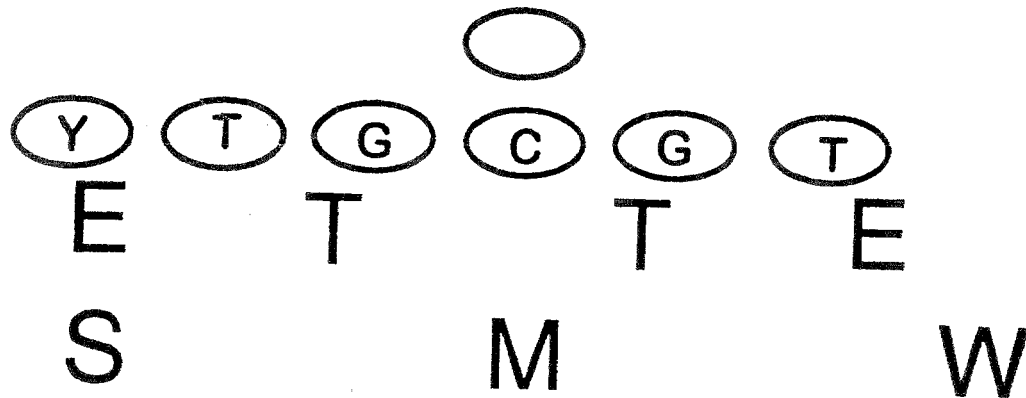
RUN STRONG



RUN WEAK



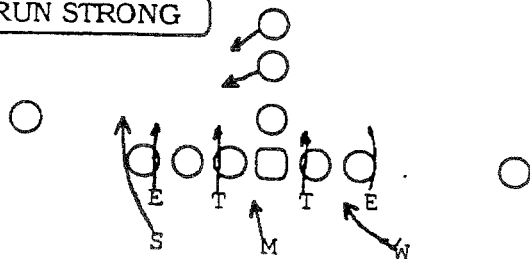
BASE SEVEN (7)



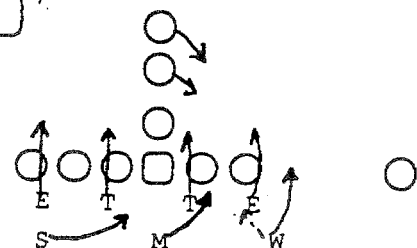
POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>LE</u>	7	7	BY COVERAGE	TITE END	C GAP TO ALLEY	C CUT BACK PURSUE-BALL	CONTAIN
<u>LT</u>	3	3		GUARD	B GAP	SQUEEZE PURSUIT	PUSH POCKET
<u>RT</u>	1	1		GUARD	A GAP	SQUEEZE PURSUIT	PUSH POCKET
<u>RE</u>	5	5	BY COVERAGE	TACKLE	C GAP	SQUEEZE PURSUIT	CONTAIN
<u>SAM</u> (S)	STACK DE	READ	BLOCKING SCHEME FORMATION	BACKS THRU 'O'-LINE	SCRAPE D GAP	SHUFFLE A GAP PURSUE	COVERAGE CALLED
<u>MIKE</u> (M)	ZERO SHADE	READ		BACKS THRU 'O'-LINE	A GAP PURSUE	B GAP PURSUE	COVERAGE CALLED
<u>WIL</u> (W)	HIP	READ		BACKS THRU 'O'-LINE	MIRROR KEY TO BALL	SHUFFLE B GAP, CUT BACK-BALL	COVERAGE CALLED

NOTES:

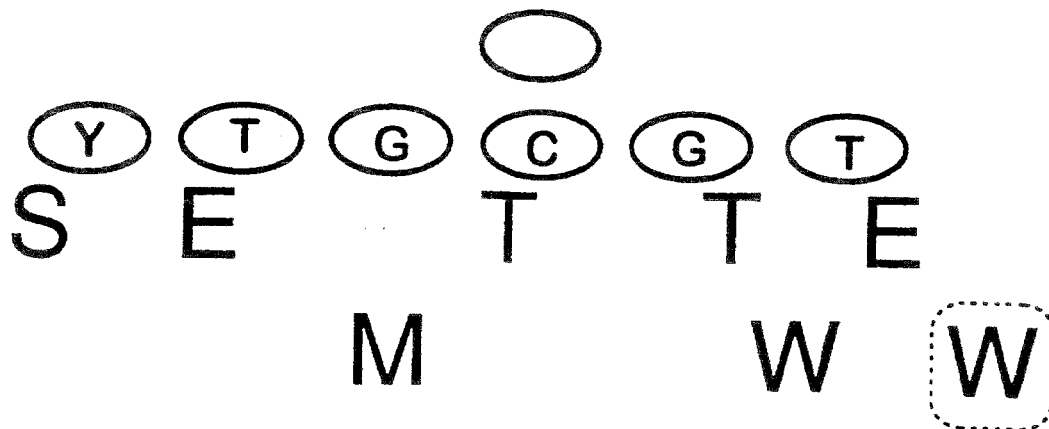
RUN STRONG



RUN WEAK



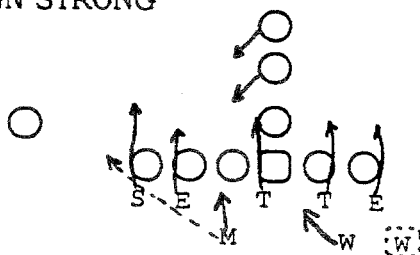
SOLID (UNDER/HIP)



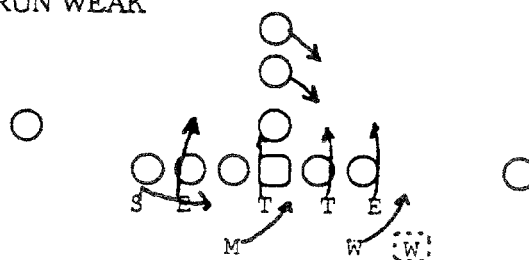
POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>LE</u>	5	5		TACKLE	C GAP	SQUEEZE PURSUIT	CONTAIN
<u>LT</u>	ZERO SHADE	ZERO		CENTER	A GAP	SQUEEZE PURSUIT	PUSH POCKET
<u>RT</u>	3	3		GUARD	B GAP	SQUEEZE PURSUIT	PUSH POCKET
<u>RE</u>	5	5		TACKLE	C GAP	SQUEEZE PURSUIT	CONTAIN
<u>SAM</u> (S)	9	READ	BY COVERAGE BLOCKING SCHEME FORMATION	TITE END NEAR BACK BALL	D GAP TO ALLEY	SQUEEZE FALL BACK	COVERAGE CALLED
<u>MIKE</u> (M)	3	READ		BACKS THRU 'O'-LINE	B GAP	SHUFFLE A GAP PURSUE	COVERAGE CALLED
<u>WIL</u> (W)	3	READ		BACKS THRU 'O'-LINE	BLOCKING SCHEME SCRAPE ALLEY	SHUFFLE A GAP PURSUE	COVERAGE CALLED

NOTES:

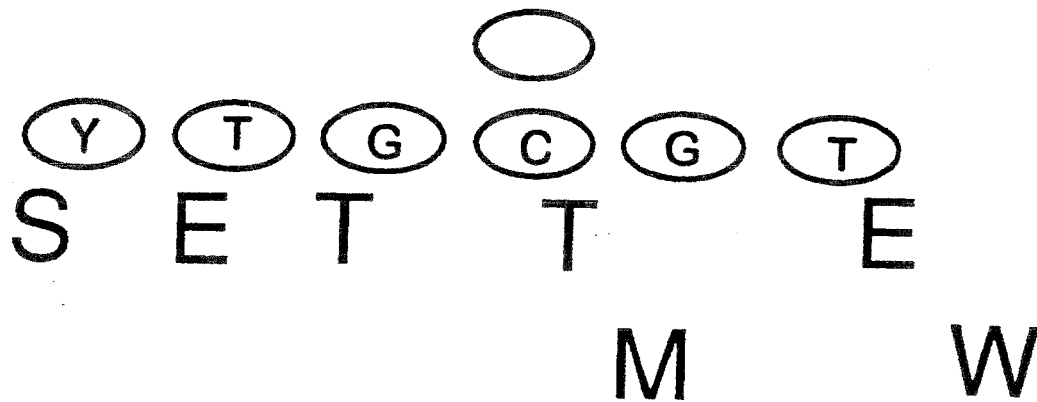
RUN STRONG



RUN WEAK



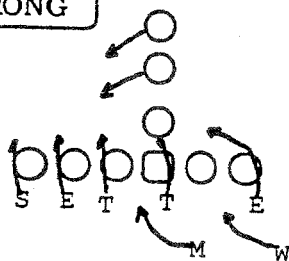
OVER



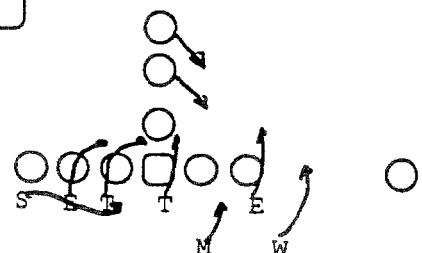
POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>LE</u>	5	5		TACKLE	C GAP	SQUEEZE PURSUIT	CONTAIN
<u>LT</u>	3	3		GUARD	B GAP	SQUEEZE PURSUIT	PUSH POCKET
<u>RT</u>	ZERO SHADE	ZERO		CENTER	A GAP	SQUEEZE PURSUIT	PUSH POCKET
<u>RE</u>	5	5		TACKLE	C GAP	SQUEEZE PURSUIT	CONTAIN
<u>SAM</u> (S)	9	READ	BY COVERAGE	TITE END NEAR BACK BALL	D GAP TO ALLEY	SQUEEZE FALL BACK	COVERAGE CALLED
<u>MIKE</u> (M)	2	READ	BLOCKING SCHEME FORMATION	BACKS THRU 'O'-LINE	B GAP	SHUFFLE A GAP /PURSUE	COVERAGE CALLED
<u>WIL</u> (W)	HIP	READ		BACKS THRU 'O'-LINE	MIRROR KEY TO BALL	SHUFFLE B GAP, CUT BACK-BALL	COVERAGE CALLED

NOTES:

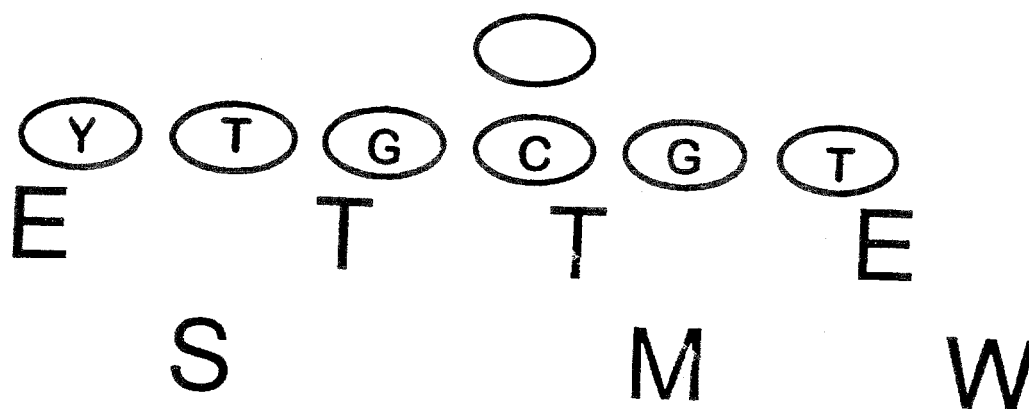
RUN STRONG



RUN WEAK



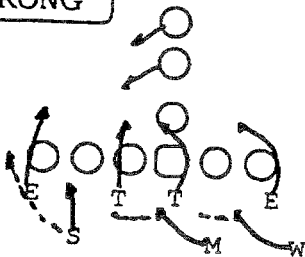
OVER / 9



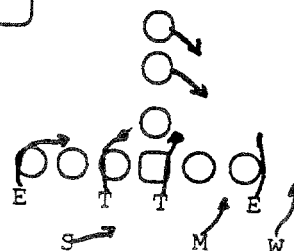
POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>LE</u>	9	9	BY COVERAGE	TITE END	D GAP TO ALLEY	SQUEEZE PURSUIT	CONTAIN
<u>LT</u>	3	3		GUARD	B GAP	SQUEEZE PURSUIT	PUSH POCKET
<u>RT</u>	SHADE ZERO	ZERO		CENTER	A GAP	SQUEEZE PURSUIT	PUSH POCKET
<u>RE</u>	5	5		TACKLE	C GAP	SQUEEZE PURSUIT	CONTAIN
<u>SAM</u> (S)	5 Ø	READ	BLOCKING SCHEME FORMATION	BACKS THRU 'O'-LINE	C GAP TO SCRAPE	SHUFFLE A GAP PURSUE	COVERAGE CALLED
<u>MIKE</u> (M)	2	READ		BACKS THRU 'O'-LINE	B GAP	SHUFFLE A GAP PURSUE	COVERAGE CALLED
<u>WIL</u> (W)	HIP	READ		BACKS THRU 'O'-LINE	MIRROR KEY TO BALL	SHUFFLE B GAP, CUT BACK-BALL	COVERAGE CALLED

NOTES:

RUN STRONG

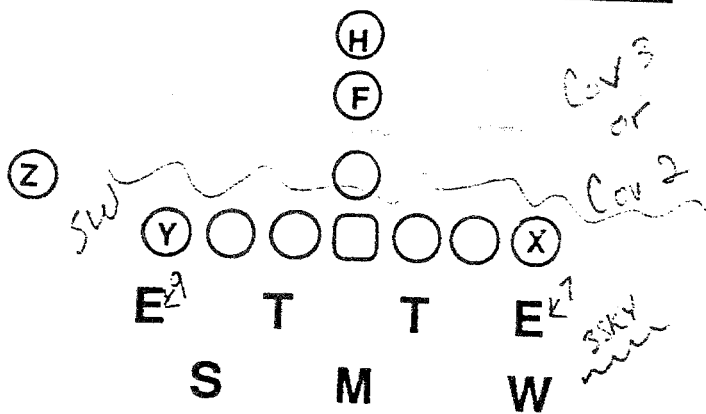


RUN WEAK

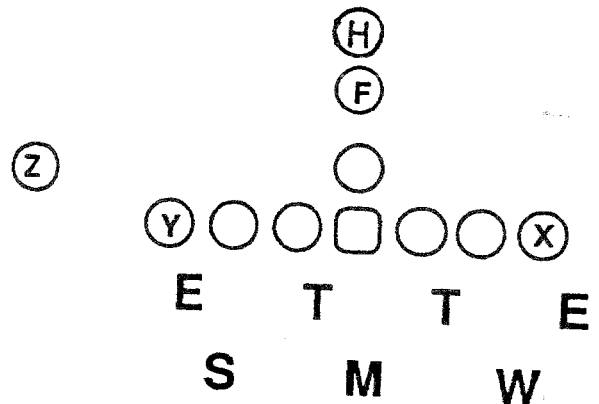


FRONT ADJUSTMENTS TO 2 TIGHT END LOOKS

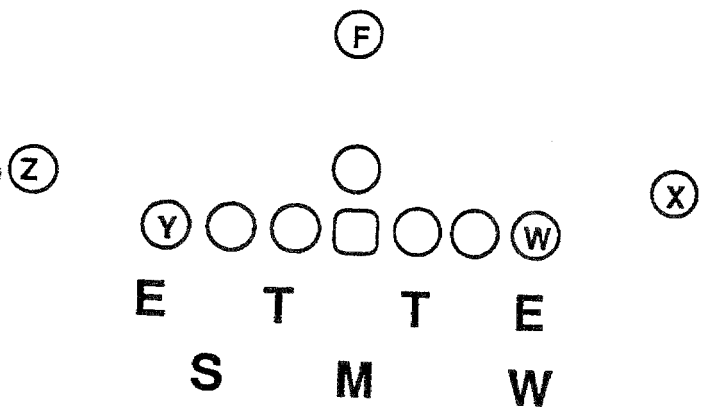
DOUBLE TIGHT (NEAR) BASE 9-7 SW/2



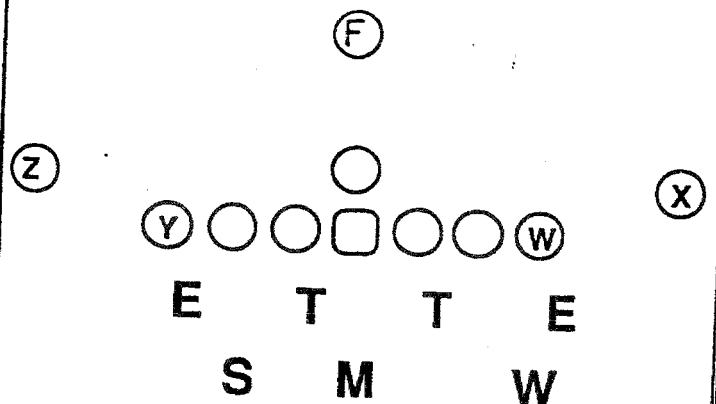
DBL. TIGHT (NEAR) "OMAHA" 7-9 COV 3



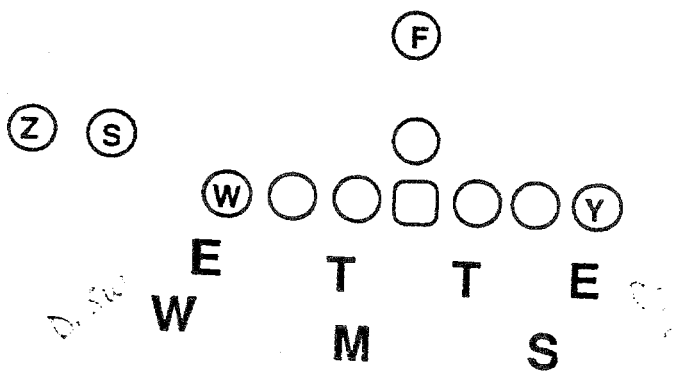
WING OR (H) WING BASE ADJ 9-7 DW



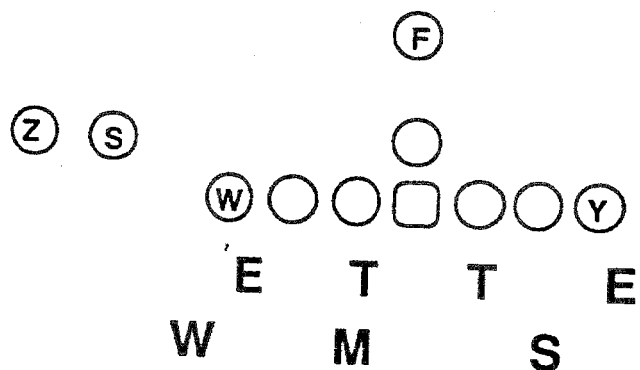
WING OR (H) WING "OMAHA" 7-9 COV 3



OPP. FLOOD (OR "H") BASE "OMAHA" SW/2

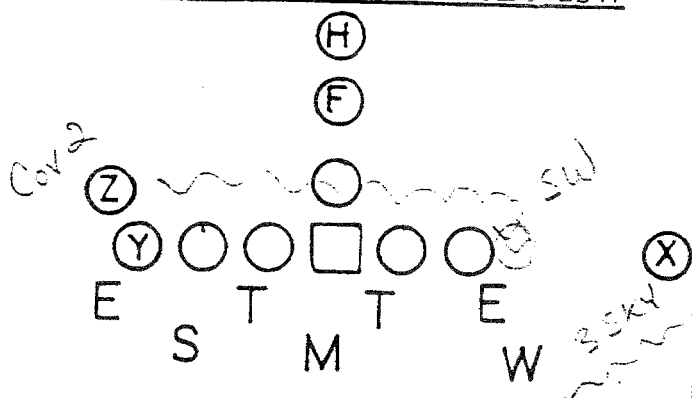


OPPOSITE FLOOD (OR "H") ADJ 7-9 COV3

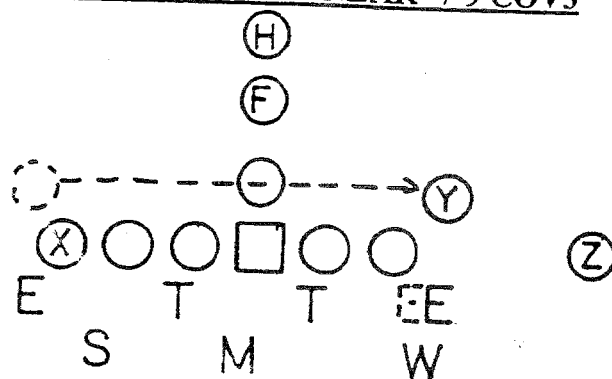


FRONT ADJUSTMENTS TO PAIR LOOKS (PLAY 9 TO PAIR)

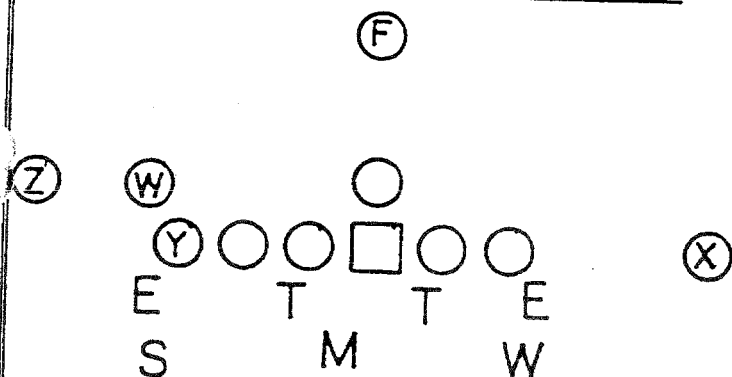
DOUBLE TIGHT PAIR - BASE 9 2SW



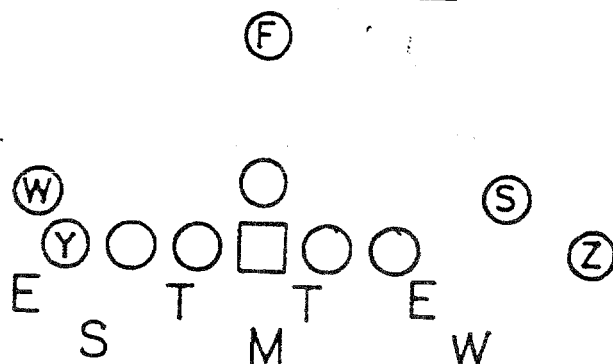
PAIR ROCKET TO 2TE NEAR -7-9 COV3



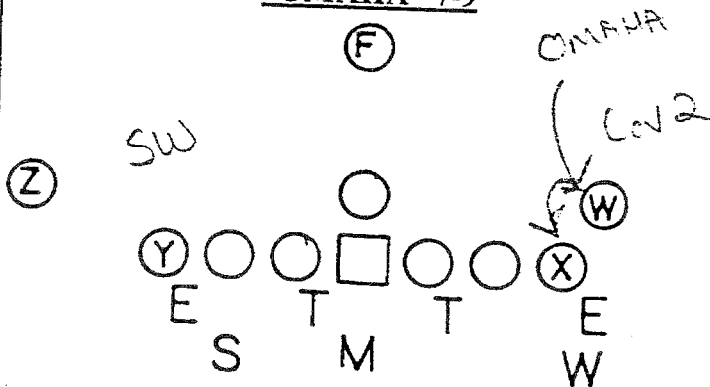
FLOOD PAIR (H) BASE 9 DW OR COV3



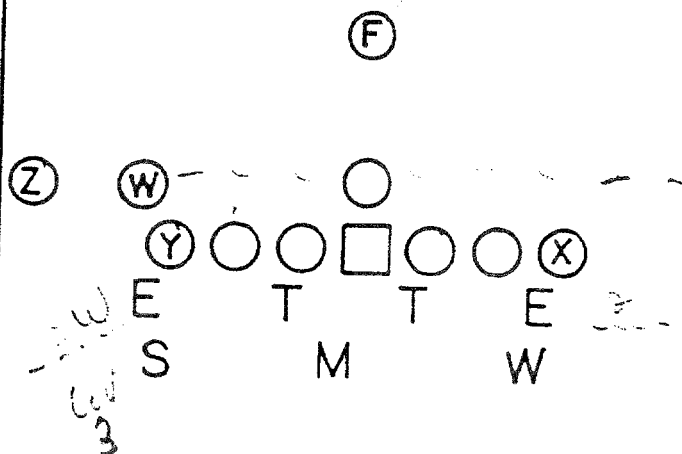
ORANGE PAIR (H) SW/2



TRIPLE TIGHT WING NEAR PAIR "OMAHA" 7-9

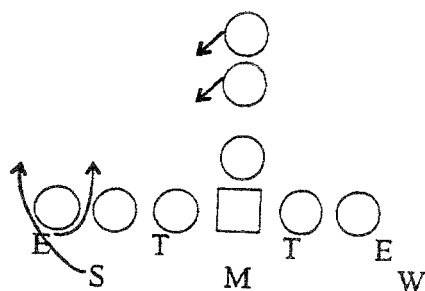


TRIPLE TIGHT FLOOD NEAR PAIR BASE 9-7



ALIGNMENT and CHARGES RUN STUNTS

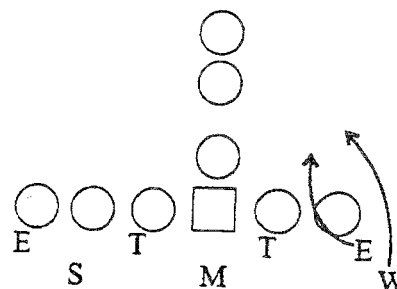
FULLBACK



COACHING POINTS:

RUN STUNT BY THE 9- TECHNIQUE END. RIP ACROSS THE FACE OF THE TITE END AND WORK UP FIELD INTO THE "C" GAP. SAM WILL SCRAPE OUTSIDE TO THE "D" GAP ON FLOW. CAN BE A HUDDLE CALL OR AN ADJUSTMENT TO "Y-FLEX OR Y-OFF".

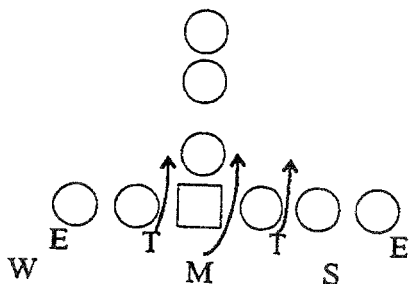
GAP/CRASH



COACHING POINTS:

RUN STUNT BY WEAK END (S TECH.) AND WIL LINEBACKER. END RIPS ACROSS THE FACE OF THE OT AND WORKS UPFIELD INTO THE "B" GAP. WIL SCRAPES OFF THE BUTT OF THE OT. WIL MUST TRY TO TIME THE QB'S CADENCE TO TAKE ADVANTAGE OF DISGUISE.

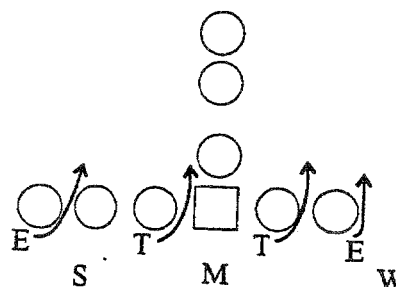
MIKE/SHOOT



COACHING POINTS:

RUN STUNT THAT INVOLVES BOTH TACKLES AND MIKE. TACKLES OUTSIDE RIP UPFIELD TO THEIR RUN RESPONSIBILITIES AND THE MIKE WILL FIRE THE "A" GAP STRONG SIDE. ALL OTHER PLAYERS PLAY BASE TECHNIQUES.

DIRECTION

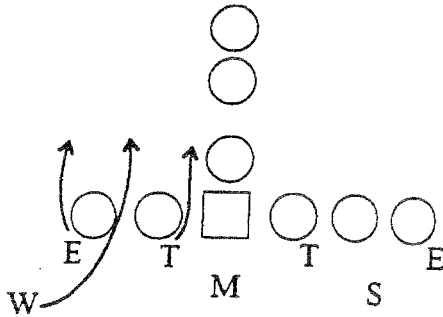


COACHING POINTS:

RUN STUNT WHERE ENTIRE DEFENSIVE LINE OR JUST A PORTION SLANT IN A "PREDETERMINED DIRECTION". IT CAN BE BY FORMATION OR TO A CERTAIN PLAYER. * LINEBACKERS MUST BE AWARE OF GAP CHANGES BY THE CHARGE OF THE DEFENSIVE LINE.

ALIGNMENT and CHARGES RUN STUNTS

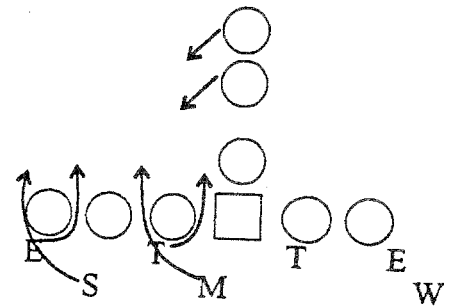
DIVE



COACHING POINTS:

RUN STUNT THAT INVOLVES THE WIL AND THE WEAK SIDE END. THE END RIPS THROUGH THE OUTSIDE OF OT. WIL FIRES THROUGH THE "B" GAP WEAK.

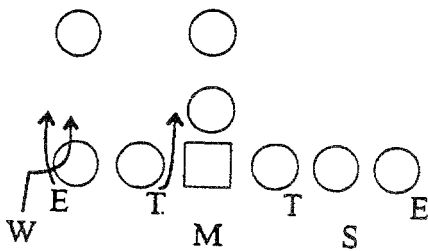
MIKE/SCRAPE



COACHING POINTS:

RUN STUNT THAT INVOLVED THE STRONG SIDE END AND THE SAM AND MIKE LINEBACKERS. THE END RUNS A "FULLBACK" STUNT, THE TACKLE RUNS A "RIP" ACROSS THE GUARD, MIKE SCRAPES INTO THE "B" GAP AND SAM SCRAPES OUTSIDE.

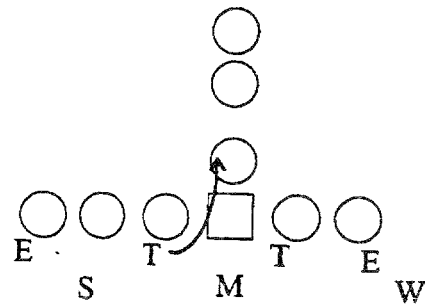
WIL UNDER



COACHING POINTS:

RUN STUNT THAT COMPLIMENTS GAP/CRASH. WIL LINES UP IN "WHIP" POSITION TO THREATEN "GAP/CRASH" STARTS UP FIELD THEN COMES UNDER THE DEFENSIVE END INTO THE "C" GAP.

PINCH

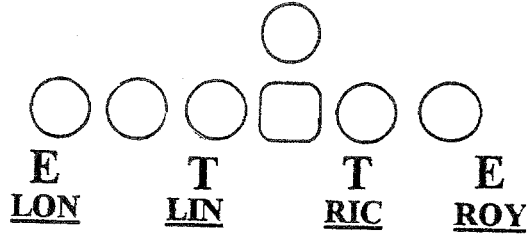


COACHING POINTS:

RUN STUNT WITH THE STRONG TACKLE ALIGNED IN 3 TECHNIQUE MAKING A HARD CHARGE INTO THE "A" GAP (POSSIBLE TRAP ALERT. SCRAMBLE. QB SPY. etc.)

PASS RUSH STUNTS

NAMING DEFENSIVE LINEMAN TO CALL PASSRUSH STUNTS



LON (LE) LEFT OUTSIDE

LIN (LT) LEFT INSIDE

ROY (RE) RIGHT OUTSIDE

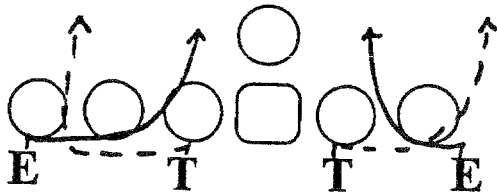
RIC (RT) RIGHT INSIDE

EASY

STUNT BY END AND TACKLE:

LEFT/CLOSED

OPEN/RIGHT

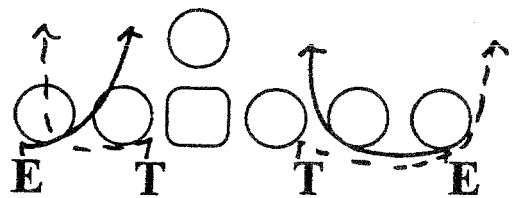


EASY

STUNT BY END AND TACKLE:

LEFT/OPEN

CLOSED/RIGHT

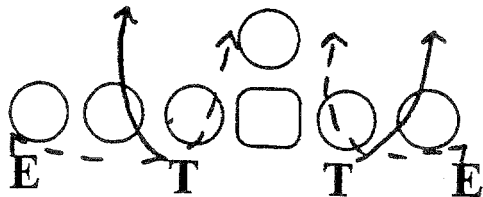


TUFF

STUNT BY TACKLE AND END:

LEFT/CLOSED

OPEN/RIGHT

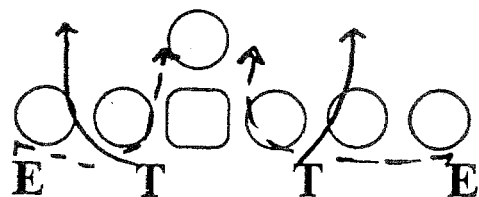


TUFF

STUNT BY TACKLE AND END:

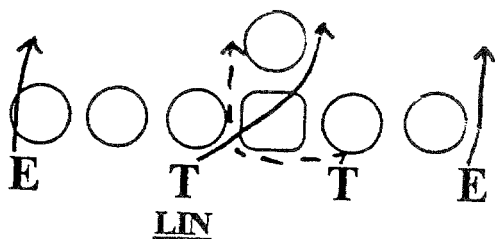
LEFT/OPEN

CLOSED/RIGHT

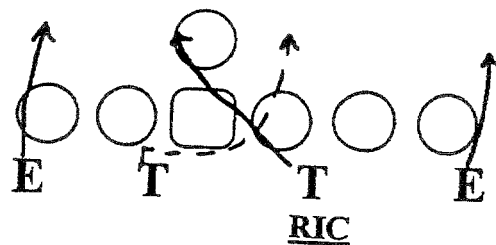


PASS RUSH STUNTS (CONT.)

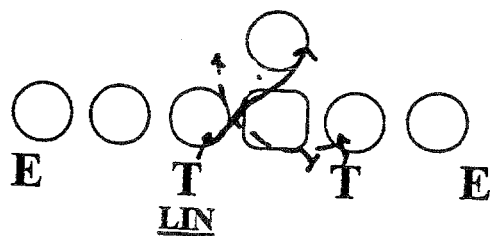
T/T LIN



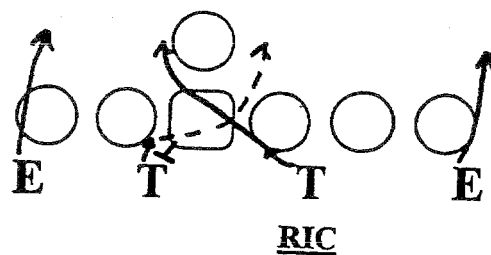
T/T RIC



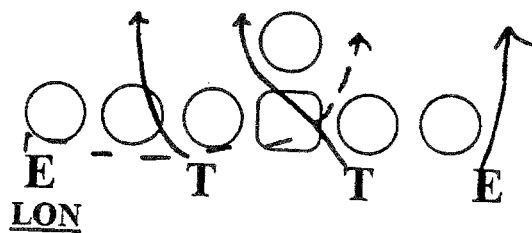
T/T "READ"



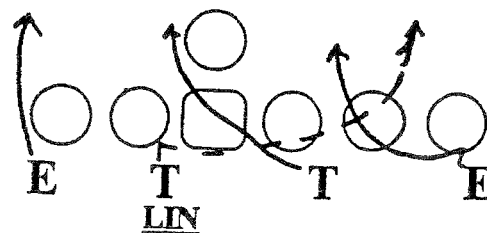
T/T "READ"



ISO LON (3 MAN)

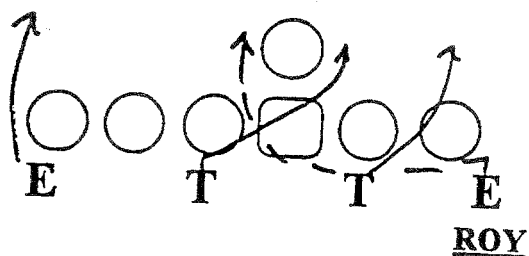


ISO LIN (3 MAN)

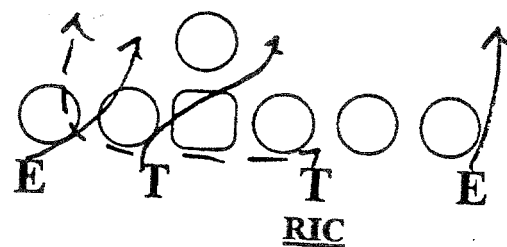


PASS RUSH STUNTS (CONT.)

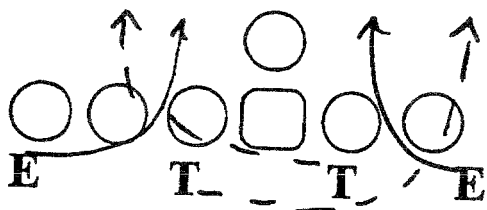
ISO ROY (3 MAN)



ISO RIC (3 MAN)



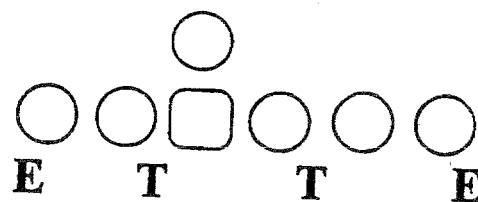
"SCRAMBLE"



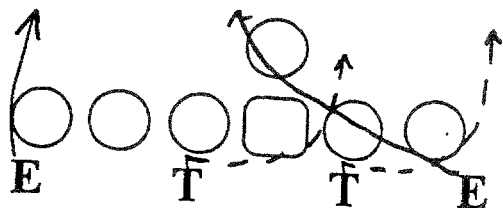
ENDS: QUICK INSIDE

LIN: GO BEHIND RIC

RIC: GO IN FRONT OF LIN



ISO "RAZOR"

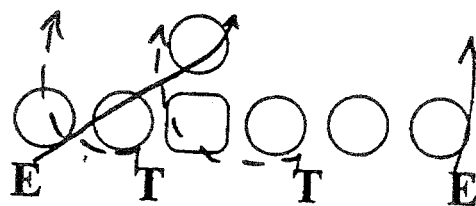


ROY: QUICK "A" GAP

RIC: DELAY "C" GAP

LIN: DELAY "A" GAP

ISO "LANCE"



LON: QUICK "A" GAP

LIN: DELAY "C" GAP

RIC: DELAY "A" GAP

RUN SUPPORT

STOPPING SWEEPS, OFF TACKLE, AND RUN PASS

FIVE ELEMENTS OF SUCCESSFUL RUN SUPPORT:

FORCE (CONTAIN)
FILL (CUTBACK)
SECONDARY LEVERAGE (RUN-PASS)
PURSUIT
REVERSE CONTAIN (FLOW AWAY)

1. FORCE:

RESPONSIBILITY OF MEETING THE SWEEP/OFF TACKLE PLAYS AS QUICKLY AS POSSIBLE, SQUEEZING THE WIDTH OF THE RUNNING LANE, FORCING THE CUTBACK, MAKING THE TACKLE, OR FORCING THE BALL CARRIER TO BOUNCE OUTSIDE SO DEEP THAT HE IS VULNERABLE TO PURSUIT.

KEYS:

TE, BACKFIELD TRIANGLE, OG, OT. SEE AS MUCH AS YOU CAN. WHEN KEY INDICATES RUN, REACT QUICKLY.

TECHNIQUE:

FORCE AT AN ANGLE TO INSIDE. GET YOUR BODY INTO THE RUN LANE (1 1/2-2 YARDS) ACROSS THE L.O.S. MEET AND NEUTRALIZE THE SUPPORT BLOCKER BEFORE HE CAN TURN UP FIELD. KEEP SHOULDERS SQUARE KEEPING OUTSIDE ARM AND LEG FREE. STAY ALIVE AND ON YOUR FEET. DON'T *SWAP OUT* (TRADING ONE FOR ONE). MAKE PLAY ON BALL CARRIER IF HE BOUNCES OUT SIDE. IF OPTION PLAY, TAKE PITCH MAN.

2. FILL (CUTBACK PLAYER)

AREA BETWEEN FORCE AND PURSUIT.

KEY:

DETERMINED BY DEFENSE CALLED. BLOCKING PATTERN OF KEY WILL INDICATE SWEEP.

TECHNIQUE:

DESTROY BLOCKING PATTERN. GET PUSH INTO RUN LANE . TAKE ON BLOCKER , SHOULDERS SQUARE, INSIDE OUT AND FORCE BALL CARRIER OUTSIDE TO SUPPORT (SPILL TECHNIQUE). STAY ALIVE, WORKING THE L.O.S. OUT TO SUPPORT. HOW WELL YOU PLAY THE FILL TECHNIQUE, WILL DEFINE THE PLAY FOR OUR PURSUIT. VS. OPTION PLAY, TAKE QUARTERBACK KEEP. THE FILL RESPONSIBILITY CAN BE BACKER, DEFENSIVE BACK OR DEFENSIVE END. THIS WILL BE DETERMINED BY DEFENSE CALLED, BLOCKING SCHEME, AND ACTION OF PLAY.

3. SECONDARY LEVERAGE AND RUN PASS RESPONSIBILITY.
CORNER OR SAFETY WHO IS RESPONSIBLE FOR PLAY PASS COVERAGE.

KEY:

ELIGIBLE RECEIVER.

TECHNIQUE:

IF KEY RELEASES, COVER HIM UNTIL BALL CARRIER CROSSES THE L.O.S. IF KEY BLOCKS SUCCESSFULLY ON FORCE MAN, SUPPORT WHERE SUPPORT IS NEEDED. YOU BECOME REPLACE RUN SUPPORT.

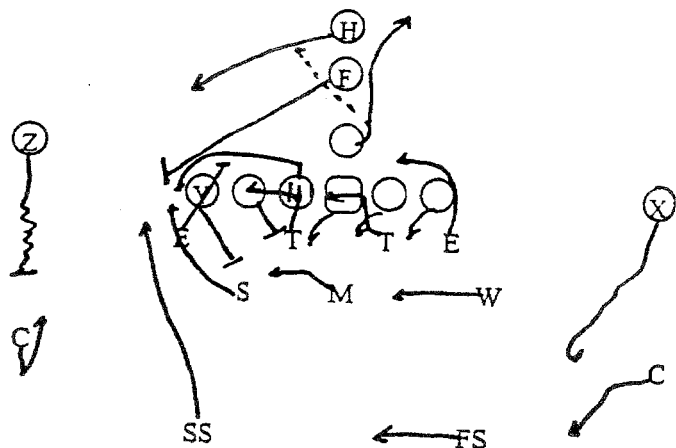
4. **PURSUIT: (PURSUIT IS AN EVERY DOWN ACTIVITY)**
AFTER YOU CARRY OUT YOUR RESPONSIBILITY TO THE DEFENSE CALLED, NEUTRALIZE AND SHED BLOCKER QUICKLY AND RUN TO THE BALL. TAKE THE PROPER PURSUIT ANGLE. THE FARTHER AWAY FROM THE BALL THE DEEPER THE ANGLE. DON'T FOLLOW YOUR OWN COLOR. KEEP BALL CARRIER TO YOUR OUTSIDE. WHEN THE BALL CARRIER MAKES HIS CUT TO THE L.O.S. , GET INTO A HITTING POSITION (BREAK DOWN) READY TO TACKLE BALL CARRIER. GREAT EFFORT AND PROPER PURSUIT ANGLES WILL EQUAL A DEFENSE THAT DOMINATES THE RUNNING GAME AND CREATES TURNOVERS.
5. **STRONG SIDE FLOW (WEAK SIDE REVERSE / BOOTLEG):**
FLOW TO THE STRONG SIDE, CUTBACK MAN PLUS THE BACKSIDE CORNER, SAFETY AND LINEBACKER WILL HAVE REVERSE RESPONSIBILITY TO WEAKSIDE.
6. **WEAK SIDE FLOW (STRONG SIDE REVERSE / BOOTLEG):**
SAME AS ABOVE

TYPES OF RUN SUPPORT

- | | |
|-----------------|---|
| SKY | - SAFETY HAS PRIMARY SUPPORT |
| CLOUD | - CORNER HAS PRIMARY SUPPORT |
| BACKER | - LINEBACKER HAS PRIMARY SUPPORT |
| BOX | - DEFENSIVE END OR OUTSIDE LINEBACKER HAS SUPPORT, USUALLY IN M/M, BLITZ, OR INVERT COVERAGES |
| LATE SKY | - SAFE HAS PRIMARY SUPPORT FROM HALF COVERAGE ALIGNMENT |

RUN SUPPORT TO TE SIDE

SKY SUPPORT



SKY SUPPORT

S/S: FORCE MAN - READ BACKFIELD TRIANGLE/ TE FOR RUN KEYS.

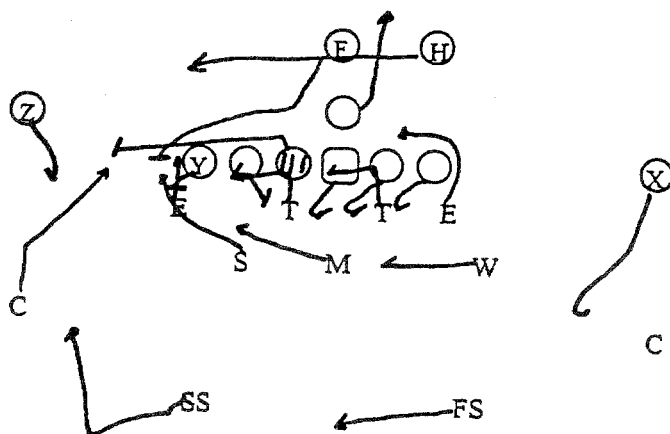
S/C: RUN/PASS SUPPORT: KEY ELIGIBLE RECEIVER FOR PASS. SECONDARY SUPPORT IF RECEIVER CRACKS ON S/S.

DE OR SAM: FILL OR CUTBACK PLAYER.

DT/MIKE/WIL: PURSUIT.

DE AWAY: REVERSE/BOOTLEG

CLOUD SUPPORT



CLOUD SUPPORT

S/C: FORCE MAN - READ BACKFIELD TRIANGLE/ TE FOR RUN KEYS.

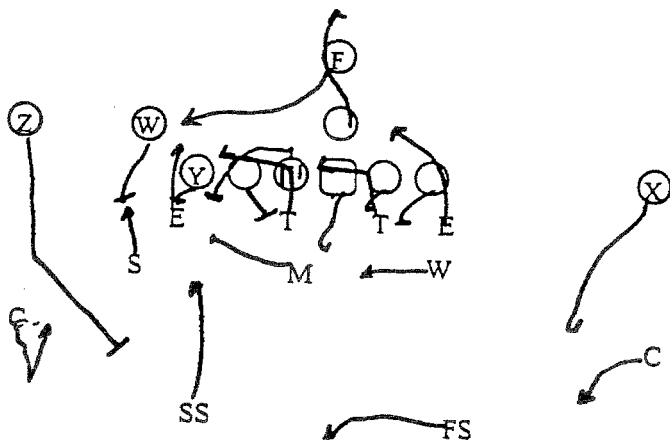
S/S: RUN/PASS SUPPORT: KEY ELIGIBLE RECEIVER FOR PASS. SECONDARY SUPPORT IF RECEIVER BLOCKS CORNER TO PREVENT HIS SUPPORT.

DE OR SAM: FILL OR CUTBACK PLAYER.

DT/MIKE/WIL: PURSUIT.

DE AWAY: REVERSE/BOOTLEG

"BOX" SUPPORT



DE OR LB SUPPORT ("9" TECH.) (BLITZ OR INVERT COVERAGES)

S/C: RUN/PASS SUPPORT. SECONDARY SUPPORT.

S/S: RUN/PASS SUPPORT. INSIDE RUN FILL ON KEY.

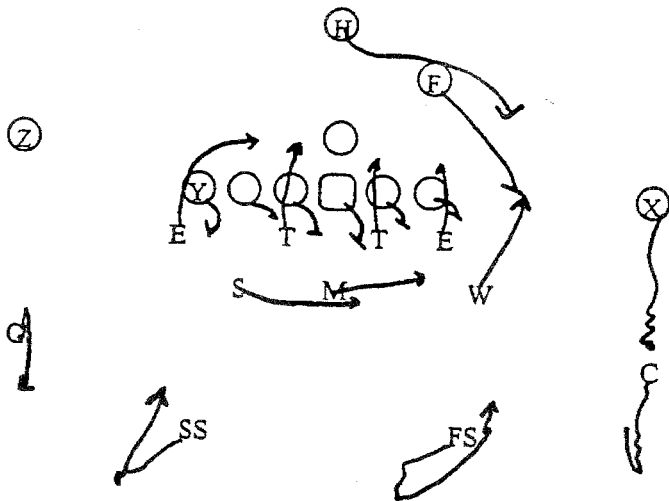
LB/DE: PRIMARY FORCE. RESPONSIBLE TO TURN PLAY BACK TO FILL AND PURSUIT.

DT/MIKE/WIL: PURSUIT.

DE OR WIL: REVERSE/BOOTLEG

RUN SUPPORT TO OPEN SIDE

BACKER SUPPORT (COV. 3)



BACKER SUPPORT (COV. 3)

WIL: FORCE MAN. READ BACKFIELD
TRIANGLE FOR RUN/PASS KEYS.

W/C: RUN/PASS SUPPORT. SECONDARY
SUPPORT IF RECEIVER BLOCKS ON WIL.

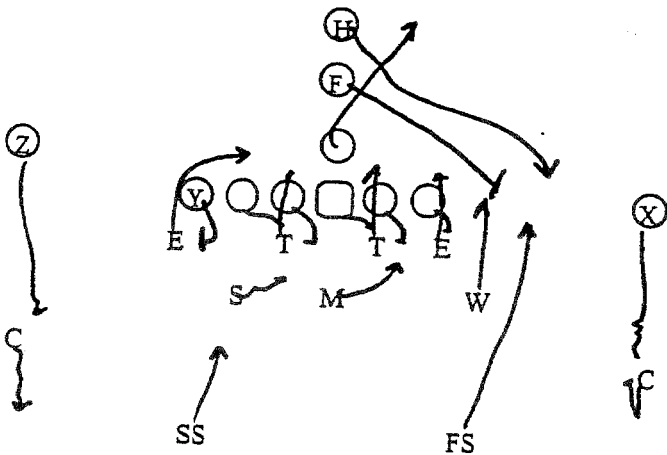
**F/S: FILL/CUTBACK. FILL OFF WIL'S RUN
SUPPORT INSIDE OR OUTSIDE.**

DE: FILL/CUTBACK.

DT/MIKE/SAM: PURSUIT.

DE: REVERSE/BOOTLEG

FREE SAFETY SKY SUPPORT



FREE SAFETY SKY SUPPORT

**F/S: FORCE MAN. READ BACKFIELD
TRIANGLE FOR RUN/PASS KEYS.**

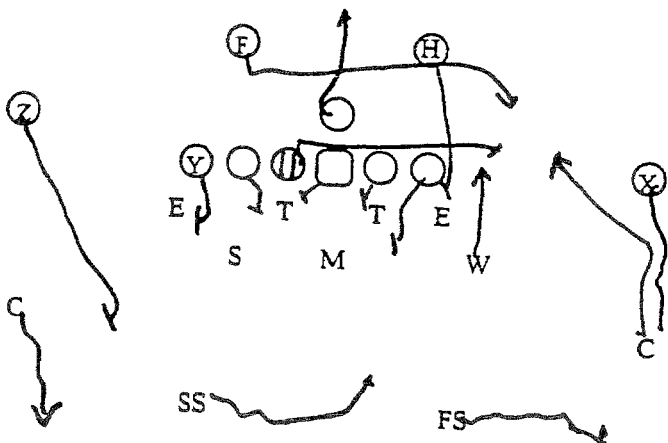
W/C: RUN/PASS SUPPORT. SECONDARY SUPPORT IF RECEIVER BLOCKS ON F/S.

DE/WIL: FILL/CUTBACK PLAYERS.

DT/MIKE/SAM: PURSUIT.

DE: REVERSE/BOOTLEG

OPENSIDE CORNER SUPPORT



OPENSIDE CLOUD SUPPORT

**W/C: FORCE MAN. READ BACKFIELD
TRIANGLE FOR RUN/PASS KEYS.**

**F/S: RUN/PASS SUPPORT. SECONDARY
SUPPORT IF RECEIVER BLOCKS ON CORNER
TO PREVENT SUPPORT.**

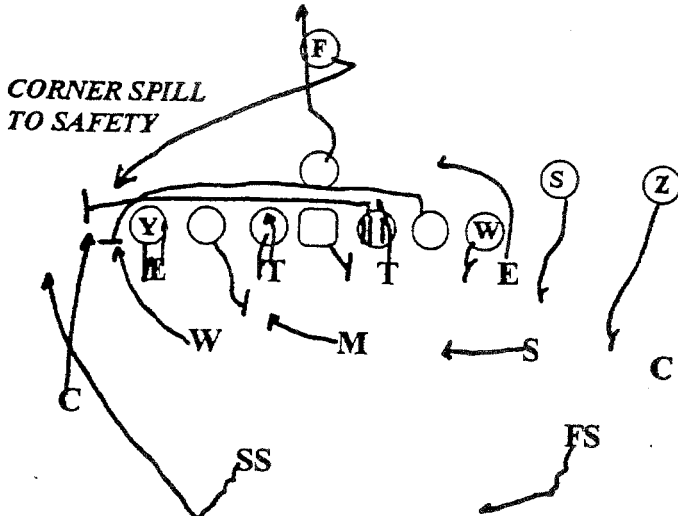
DE/WIL: FILL/CUTBACK PLAYERS.

DT/MIKE/SAM: PURSUIT.

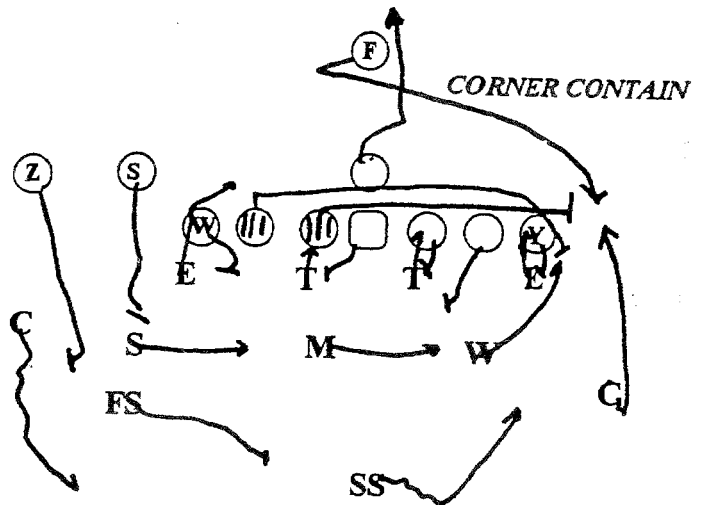
DE: REVERSE/BOOTLEG

RUN SUPPORT TO WEAK SIDE

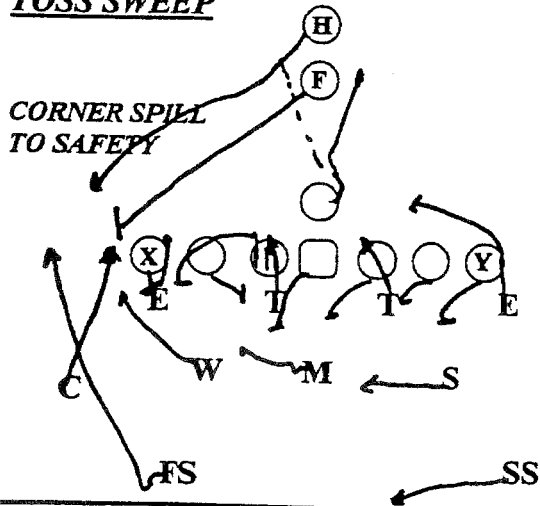
SWITCH/2 VS OPPOSITE FLOOD (CLOUD) COUNTER GAP



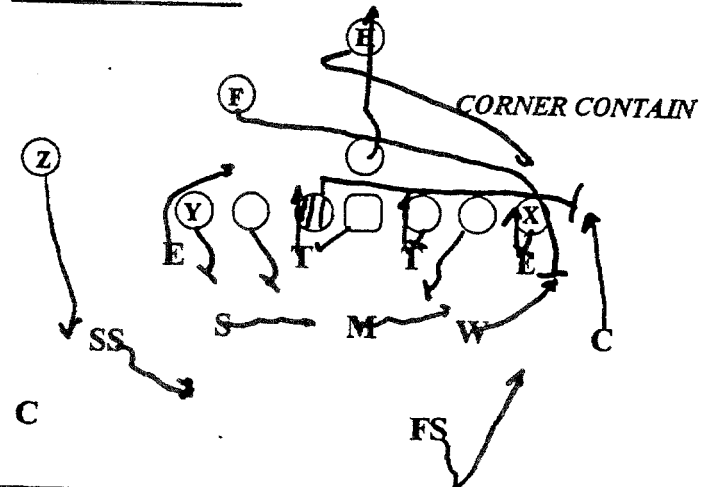
COVER 3 VS OPPOSITE FLOOD (CLOUD) COUNTER GAP



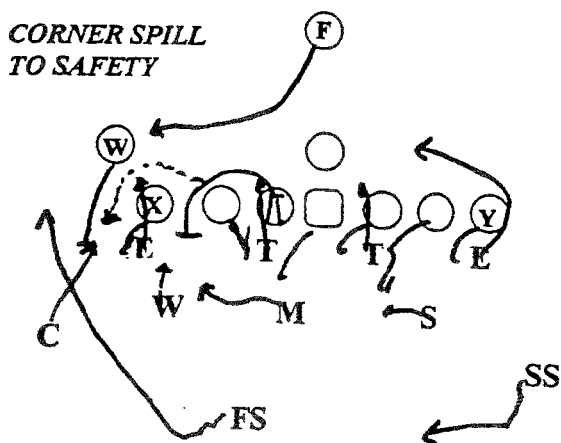
SWITCH /2 VS NEAR TOSS SWEEP



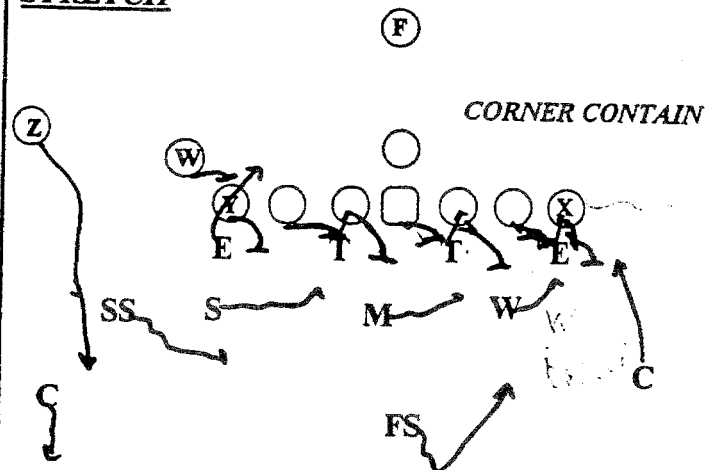
COVER 3 VS YELLOW I NEAR COUNTER GAP



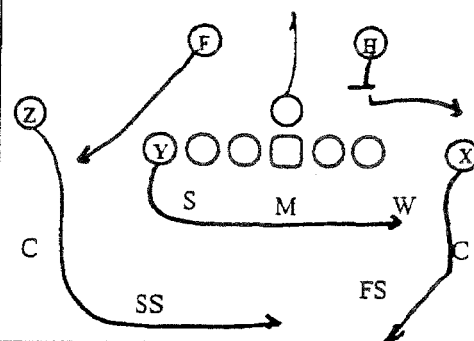
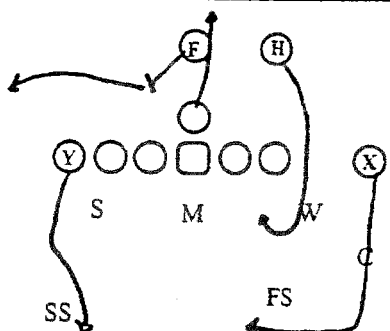
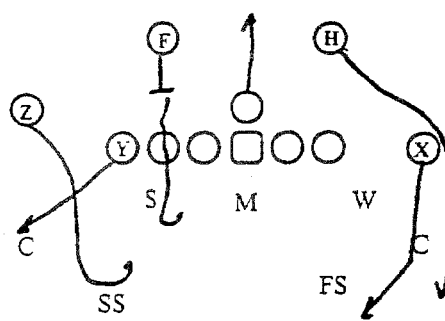
SWITCH/2 VS WING PAIR STRETCH



COVER 3 VS FLOOD PAIR STRETCH

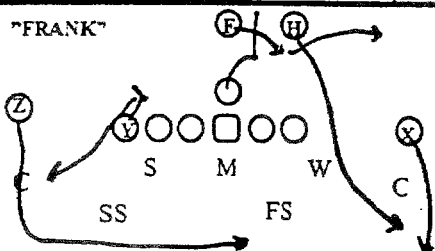


DOUBLE SWITCH

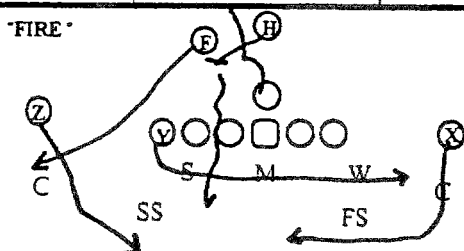


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	INSIDE #1 7 YARDS DEEP	SKY ALERT FOR CRACK REPLACE	OUTSIDE 1/4 TECHNIQUE	<ol style="list-style-type: none"> 1. M/M #1 10 YARDS DEEP OR DEEPER. 2. HOLD INSIDE TECHNIQUE TO TAKE AWAY INSIDE CUTS. FORCE RECEIVER TO RUN HIS ROUTES OUTSIDE. <p><u>"YOU" MUST COVER POST</u></p>
STRONG SAFETY	2 YDS OUTSIDE "Y" 10 YARDS DEEP (DISGUISE)	SKY ALERT FOR CRACK	INSIDE 1/4 OR ROB #1 ON READ	<ol style="list-style-type: none"> 1. KEY #2. IF VERTICAL ROUTE, PLAY OVER THE TOP OF HIM (INSIDE 1/4). 2. IF #2 RUNS DIAGONAL, PLAY UNDERNEATH ALL INSIDE ROUTES OF #1. 3. IF #2 CROSSES, GET DEPTH INSIDE 1/4, BE ALERT FOR #3. ZONE THE 1/4.
FREE SAFETY	2 YDS OUTSIDE WEAK TACKLE 10 YARDS DEEP (DISGUISE)	SKY ALERT FOR CRACK	INSIDE 1/4 OR ROB #1 ON READ	<ol style="list-style-type: none"> 1. SAME AS STRONG SAFETY. 2. IF #2 BLOCKS, ZONE INSIDE 1/4, CHECK #1 INSIDE, TO #3 STRONG. ZONE OFF QB 3. VS FLOOD, MAKE "SPECIAL CALL", KEY #3. IF #3 GOES VERTICAL, COVER HIM. ANY OTHER RELEASE, ZONE THE 1/4.
WEAK CORNER	INSIDE #1 7 YARDS DEEP	SKY ALERT FOR CRACK REPLACE	OUTSIDE 1/4 TECHNIQUE	<ol style="list-style-type: none"> 1. SAME AS STRONG CORNER. 2. VS FLOOD, "SPECIAL CALL" M/M ON #1. <p><u>"YOU" MUST COVER POST</u></p>

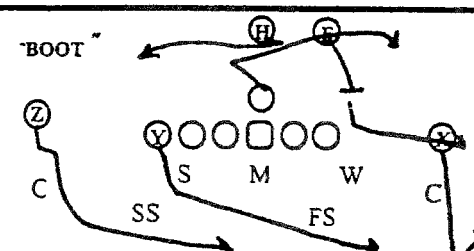
"FRANK"



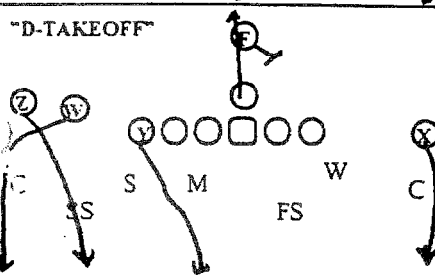
"FIRE"



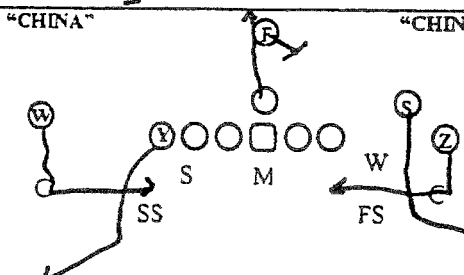
"BOOT"



"D-TAKEOFF"

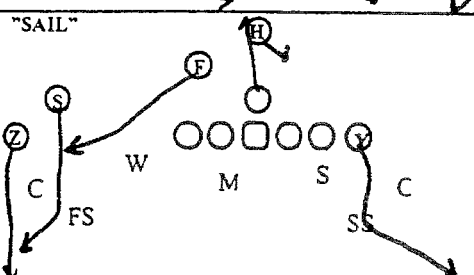


"CHINA"

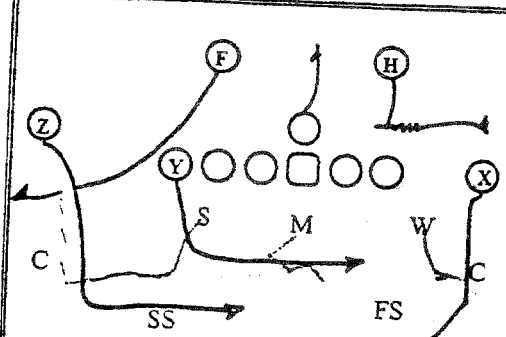
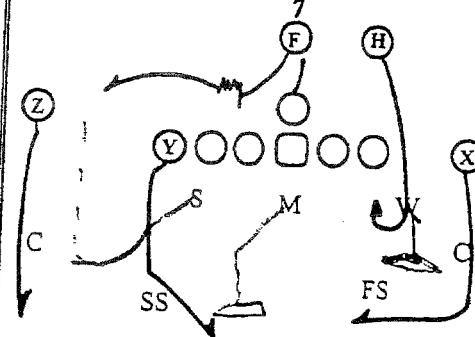
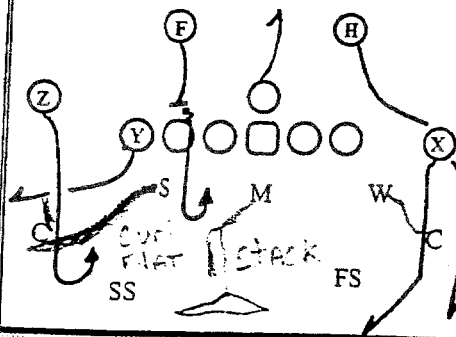


"CHINA"

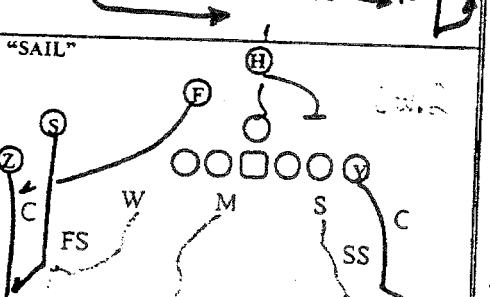
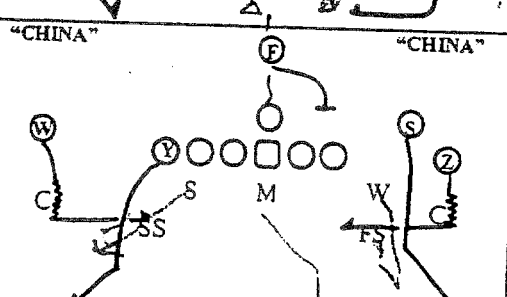
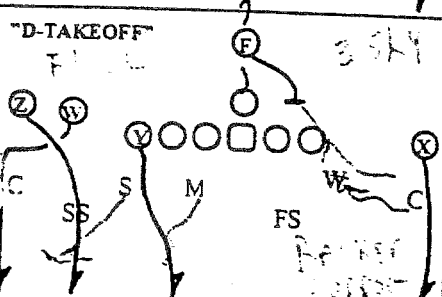
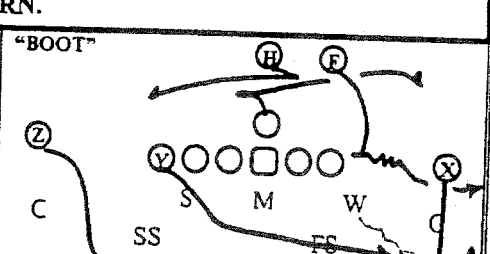
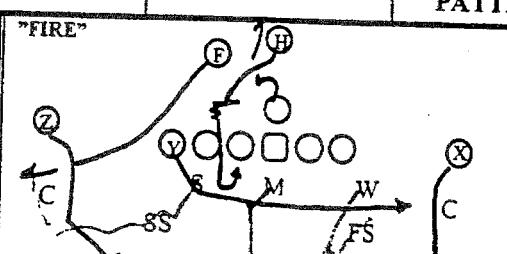
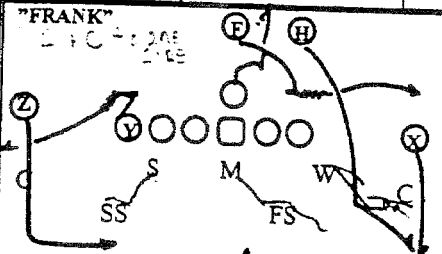
"SAIL"



DOUBLE SWITCH

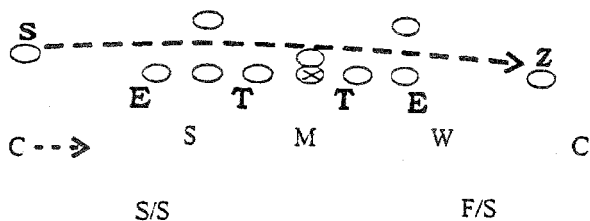


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
SAM	FRONT WILL DICTATE	SKY	BUZZ CURL TO FLAT ON #2 OR ANY RECEIVER THAT BECOMES #2	<ol style="list-style-type: none"> 1. KEY #2 RELEASE. IF #2 RUNS DIAGONAL ROUTE, IMMEDIATELY COVER HIM. IF HE RUNS "D" TAKE OFF COVER HIM. 2. IF #2 RUNS VERTICAL ROUTE, JAM, SQUEEZE, READ #3. 3. IF #2 CROSSES, WORK OFF AND READ #3. IF #3 RUNS AN ARROW ROUTE, COVER HIM. 4. VS. FLOOD, COVER DOWN ON #2, GIVE END "FULLBACK" CALL.
MIKE	FRONT WILL DICTATE	SKY	BUZZ TO STRONG HOOK (READ ROUTE PROGRESSION)	<ol style="list-style-type: none"> 1. BUZZ TO STRONG HOOK AND PATTERN READ #2 & #3. 2. IF #3 RUNS CIRCLE OR CIRCLE POST COVER HIM. 3. VS. FLOOD, COVER DOWN ON #3 STRONG.
WIL	FRONT WILL DICTATE	SKY	BUZZ CURL TO FLAT ON #2 OR ANY RECEIVER THAT BECOMES #2	<ol style="list-style-type: none"> 1. SAME AS SAM 2. ALERT FOR FIRE RULE 3. COVER DOWN ON #2 WEAK. 4. VS. FLOOD, "SPECIAL CALL" STACK ON #2 WEAK AND COVER #2 M/M ON ANY ARROW, DIAGONAL, OR VERTICAL ROUTES. 5. ALERT FOR BOOT CALL. COVER "HIDE" PATTERN.



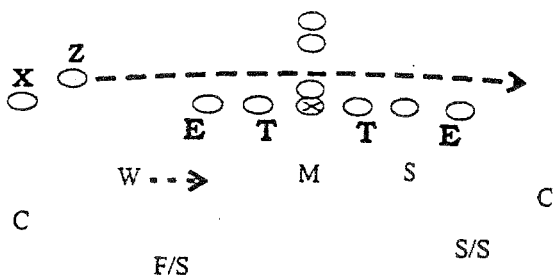
2 BACK MOTION / SHIFT COVER (DOUBLE SWITCH)

ORBIT



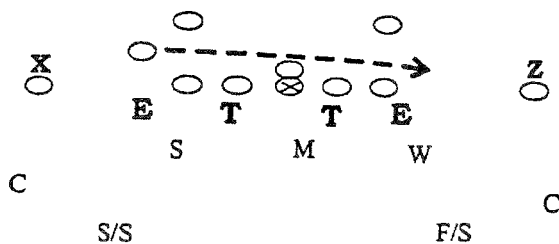
PLAY: Switch/2 to opposite. Check from double switch. Wil walk inside #2.

ROCKET



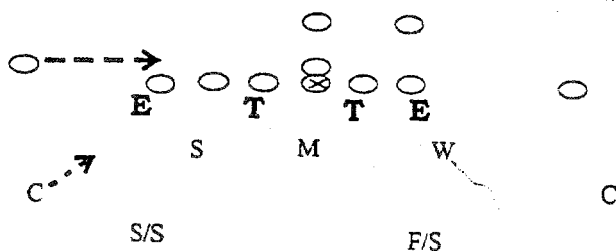
PLAY: Double switch to regular. Check from switch/2.

TEM



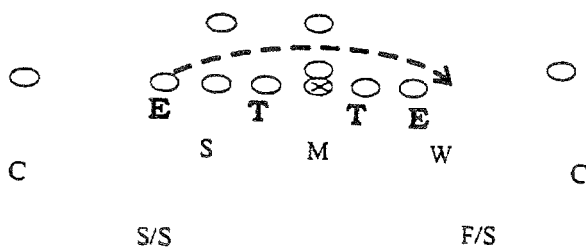
Keep Double Switch on.

ZOOM (ZIN)



PLAY: 2/Switch.

SHIFT

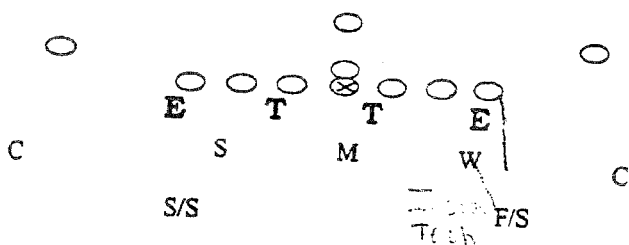


SAME as TEM.

Make move end to 7 technique.

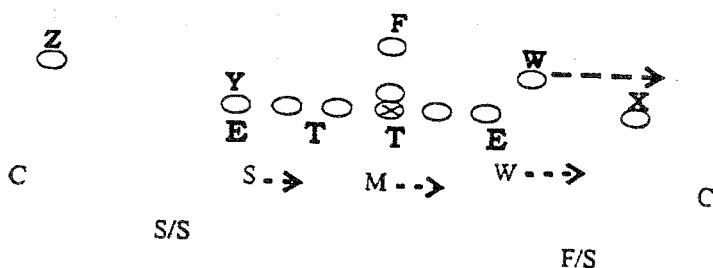
**ADJUSTMENTS TO 1 BACK BALANCED
COVER: DOUBLE SWITCH**

(H) WING



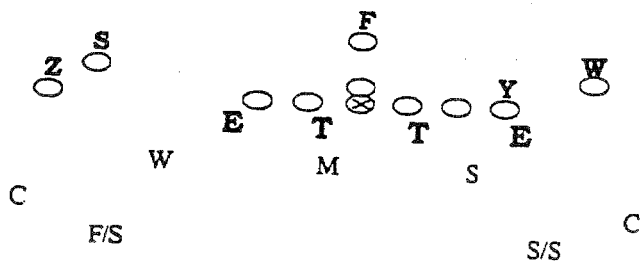
PLAY: Double Switch W/E adjust to 7 tech. or Wil adjust to whip.

WING ZOOM OUT (WOT) WIDE



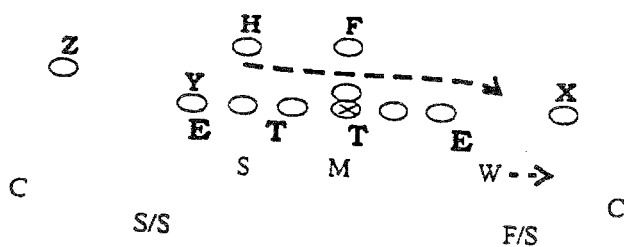
PLAY: Double Switch. Wil walk inside #2.

ORANGE (OPPOSITE WING WIDE)



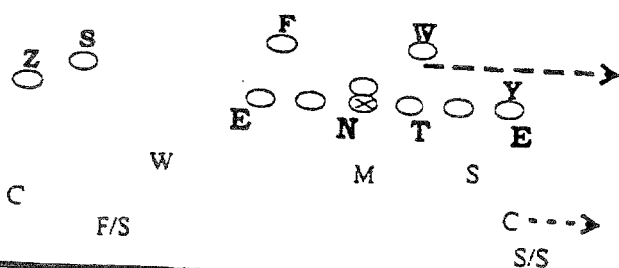
PLAY: Double Switch. Wil walk inside #2.

MOTION TO WING



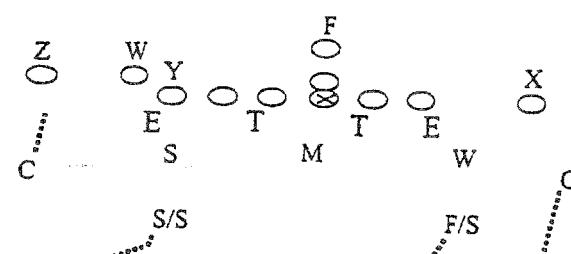
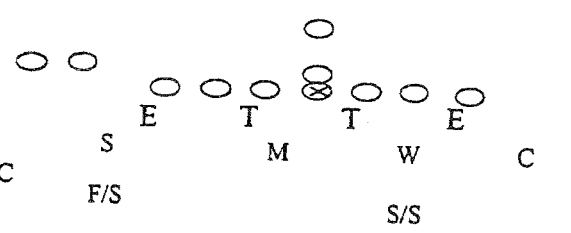
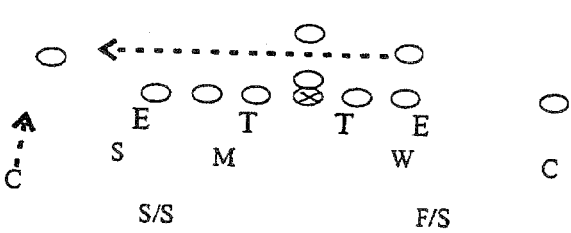
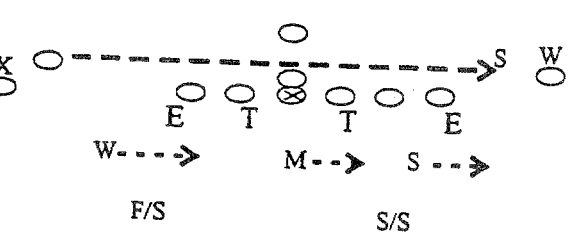
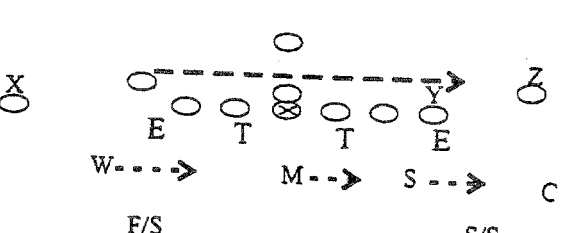
PLAY: Double Switch. Wil adjust if needed.

MOTION TO ORANGE

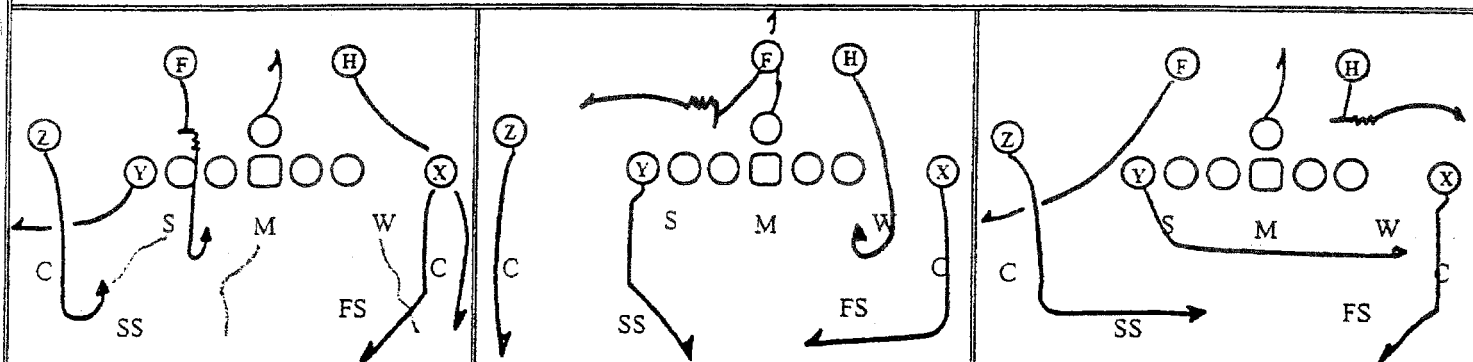


PLAY: Double Switch. Wil walk inside #2. Check Switch 2 - Double Switch.

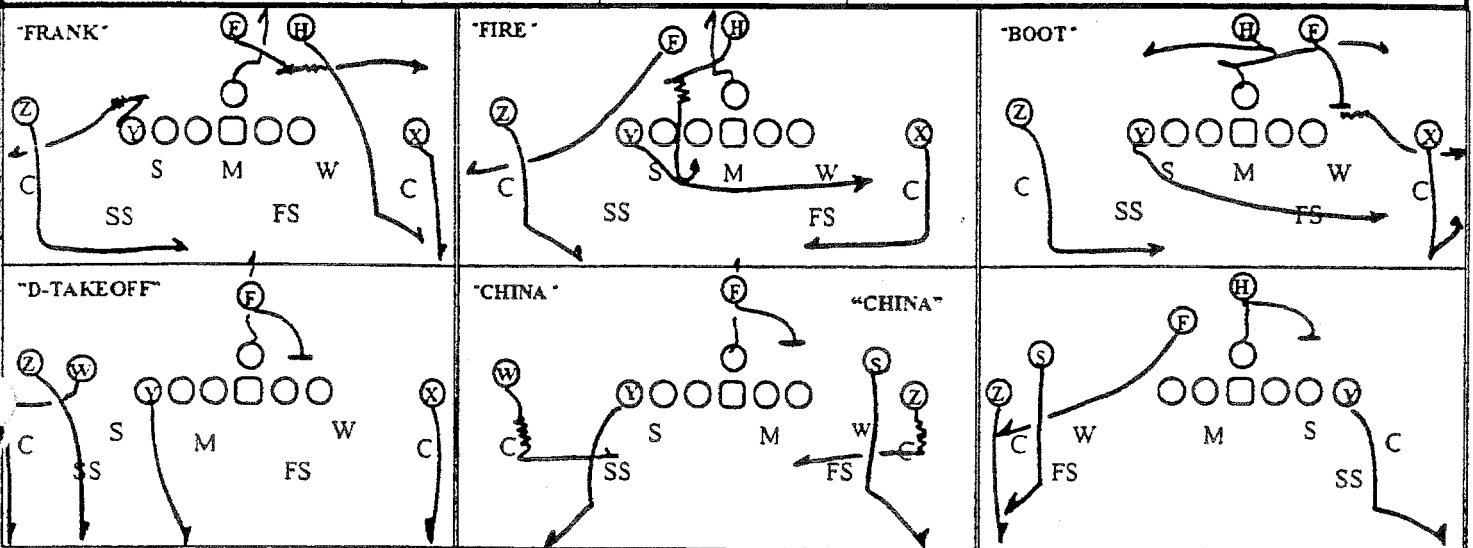
ADJUSTMENTS TO FLOOD COVER: DOUBLE SWITCH

<p>FLOOD</p> 	<p>PLAY: Cover 3 sky slide buzz.</p> <p>Backers BOS to flood. Backer support W/S.</p> <p>GAME PLAN: Keep double switch on with "Special Call"</p>
<p>OPPOSITE FLOOD</p> 	<p>PLAY: Cover 3 sky slide buzz</p> <p>GAME PLAN: Switch-2 "Omaha" Alert "Special Call"</p>
<p>FLY TO FLOOD</p> 	<p>PLAY: Cover 3. Sky backers BOS to flood.</p> <p>Backer support W/S.</p> <p>GAME PLAN: Keep double switch on.</p>
<p>ROCKET TO FLOOD WIDE</p> 	<p>PLAY: Cover 3. Sky backers BOS to flood.</p> <p>Backer support W/S.</p> <p>GAME PLAN: Keep double switch on. Alert "Special Call"</p>
<p>WING FLY TO FLOOD</p> 	<p>PLAY: Cover 3. Sky backers BOS to flood.</p> <p>Backer support W/S.</p> <p>GAME PLAN: May keep double switch on. Alert "Special Call"</p>

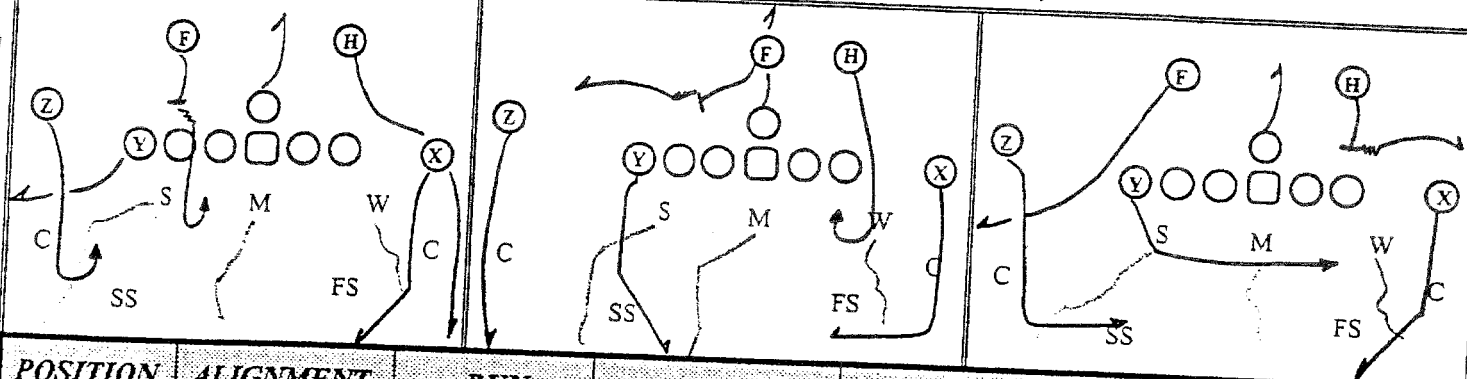
COVER 22 (COV. TWO BOTH SIDES)



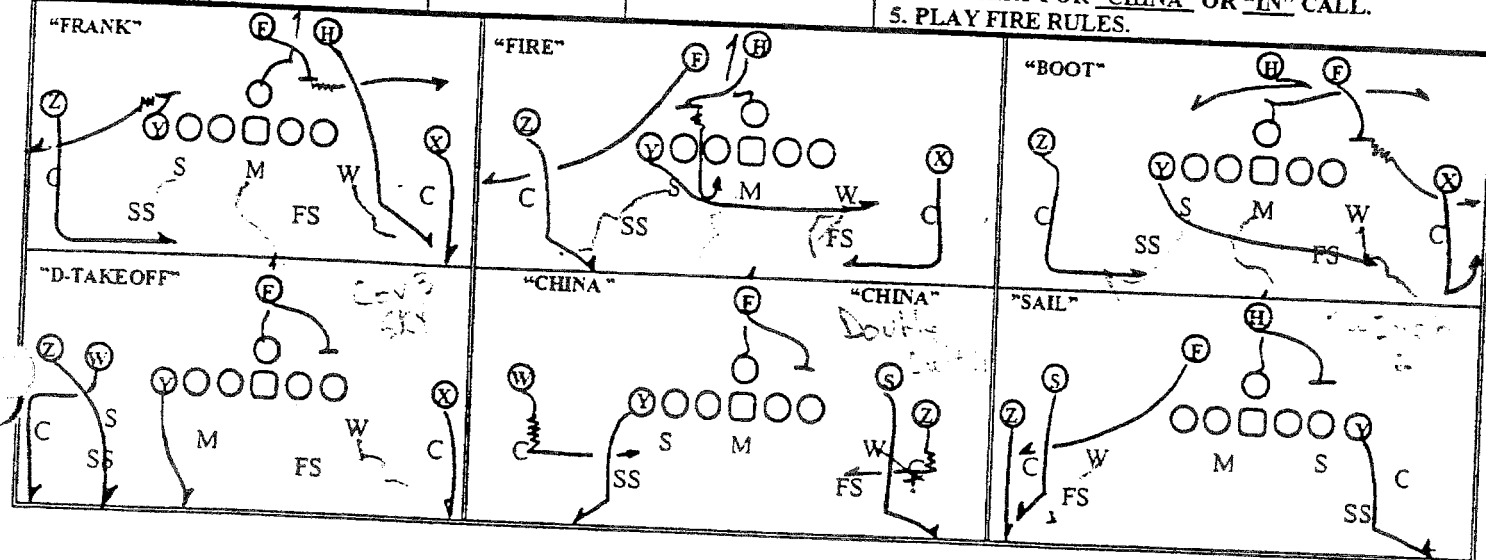
POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	OUTSIDE #1 4 YARDS DEEP	CLOUD	COVER 2	<ol style="list-style-type: none"> 1. KEY END MAN ON L.O.S. TO BACKFIELD TRIANGLE FOR RUN/PASS READ. 2. JAM AND FUNNEL #1 IF HE IS SPILT. COVER FLAT AREA. IF #2/#3 RUNS FLAT, CUSHION BOW OUT & REACT TO FLAT. 3. NO THREAT TO FLAT BY #2/#3, CUSHION BACK ON #1 DEEP. 4. IF #2/#3 RUNS TAKE OFF THROUGH ZONE. COVER HIM.
STRONG SAFETY	3 YARDS INSIDE THE NUMBERS, 10 YARDS DEEP (SHOW DOUBLE SWITCH ALIGNMENT)	CLOUD	DEEP 1/2 FIELD	<ol style="list-style-type: none"> 1. KEY END MAN ON L.O.S. TO BACKFIELD TRIANGLE FOR RUN/PASS READ. 2. HALF COVERAGE RESPONSIBILITY. 3. VISION #1 AND MAINTAIN INSIDE LEVERAGE ON #1. IF #2 IS UP, MAINTAIN POSITION 3 YARDS INSIDE NUMBERS AND BREAK ON THE BALL. 4. ZONE 1/2 COVERAGE AREA. READ QB TO BALL 5. GET PLENTY OF DEPTH
FREE SAFETY	3 YARDS INSIDE THE NUMBERS, 10 YARDS DEEP (SHOW DOUBLE SWITCH ALIGNMENT)	CLOUD	DEEP 1/2 FIELD	<ol style="list-style-type: none"> 1. KEY END MAN ON L.O.S. TO BACKFIELD TRIANGLE FOR RUN/PASS READ. 2. HALF COVERAGE RESPONSIBILITY. 3. VISION #1 AND MAINTAIN INSIDE LEVERAGE ON #1. IF #2 IS UP, MAINTAIN POSITION 3 YARDS INSIDE NUMBERS AND BREAK ON THE BALL. 4. ZONE 1/2 COVERAGE AREA. READ QB TO BALL 5. DO NOT FORGET #3. 6. GET PLENTY OF DEPTH
WEAK CORNER	OUTSIDE #1 4 YARDS DEEP	CLOUD	COVER 2	<ol style="list-style-type: none"> 1. KEY END MAN ON L.O.S. TO BACKFIELD TRIANGLE FOR RUN/PASS READ. 2. JAM AND FUNNEL #1 IF HE IS SPILT. COVER FLAT AREA. IF #2/#3 RUNS FLAT, CUSHION BOW OUT & REACT TO FLAT. 3. NO THREAT TO FLAT BY #2/#3, CUSHION BACK ON #1 DEEP. 4. IF #2/#3 RUNS TAKE OFF THROUGH ZONE, COVER HIM.



COVER 22 (TWO ON BOTH SIDES)



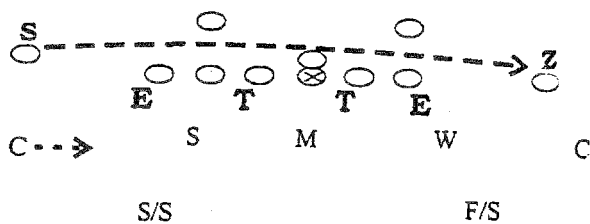
POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
SAM	ON #2 BY FRONT AND FORMATION	CLOUD	1. COVER #2 STRONG ON OUTSIDE RELEASE 2. BUZZ TO CURL 3. READ ROUTE PROGRESSION.	1. BUZZ AND JAM #2 ON INSIDE RELEASE. WORK TO CURL READ PATTERN OF #2/#3 ZONE OFF WHOEVER BECOMES #2. IF #2 RUNS TO FLAT, ZONE UNDER #1. IF #1 RUNS GO, BE ALERT FOR #2 BOW OUT BEHIND YOU. 2. IF #2/#3 RELEASES OUTSIDE ON SNAP, COVER #2/#3 IN SEAM TO POST. 3. IF #2 IS FLEX OR "KRACK", ALIGN INSIDE AND OFF CARRY #2 SEAM TO POST. ZONE CURL. 4. YOU MUST BE ALERT FOR "CHINA" OR "IN".
MIKE	BY FRONT AND FORMATION	CLOUD	1. COVER DOWN ON #3 2. BUZZ TO STRONG HOOK 3. READ ROUTE PROGRESSION.	1. BE READY TO COVER #2/#3 ON INSIDE RELEASE. WALL OFF #2/#3 HOOK TO POST. 2. IF #2 RELEASES OUT SIDE, STACK OFF #3 IF #3 RELEASES TO FLAT, ZONE UNDER #1 OR TO CURL AREA. 3. BE ALERT FOR "CHINA" OR "IN" CALL. 4. CARRY ALL CROSSERS. UNLESS YOU GET OVER CALL. THEN ZONE OFF CROSSERS.
WIL	ON #2 BY FRONT AND FORMATION	CLOUD	1. COVER DOWN ON #2 WEAK 2. BUZZ TO CIRCLE TO WEAK CURL. 3. READ ROUTE PROGRESSION	1. IF #2 RUNS CIRCLE OR SEAM, WALL HIM OFF AND COVER CIRCLE TO POST. 2. IF #2 BLOCKS, STACK ON #2 GET DEPTH TO ZONE UNDER #1. IF #2 RELEASES TO FLAT, ZONE UNDER #1 TO CURL AREA. 3. IF #2 ALIGNS IN "KRACK" OR "WIDE", ALIGN INSIDE #2 RECEIVER WALL OFF #2 AND COVER SEAM TO POST. ZONE CURL AREA. 4. BE ALERT FOR "CHINA" OR "IN" CALL. 5. PLAY FIRE RULES.



2 BACK MOTION / SHIFT

COVER: 22

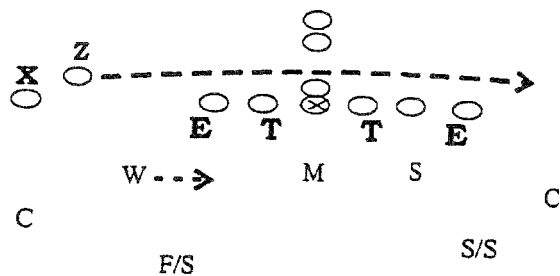
ORBIT



PLAY: Switch/2 to opposite. Check from cover 2. Wil walk inside #2.

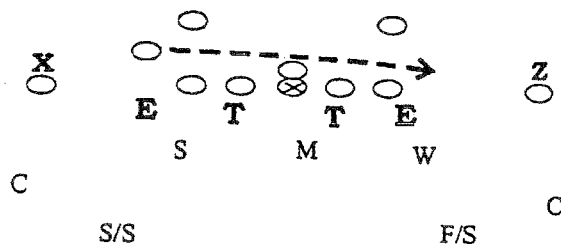
GAME PLAN: Cover 3.

ROCKET



PLAY: Cover 22 vs. Regular check from switch 2.

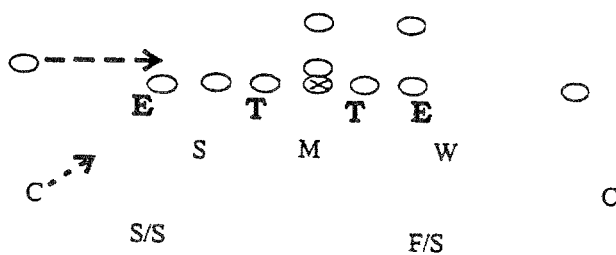
TEM



Keep Cover 22 on.

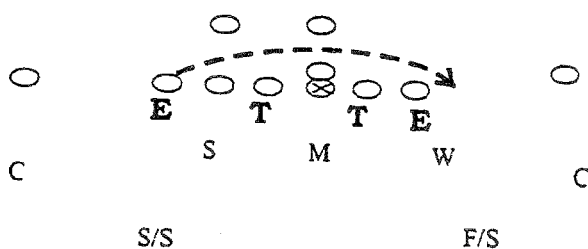
Wil: Alert to walk if #2 goes beyond normal alignment.

ZOOM (ZIN)



Keep Cover 22 on.

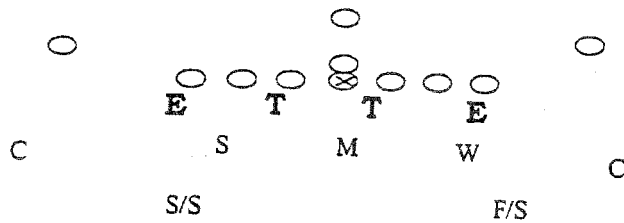
SHIFT



Keep Cover 22 on.

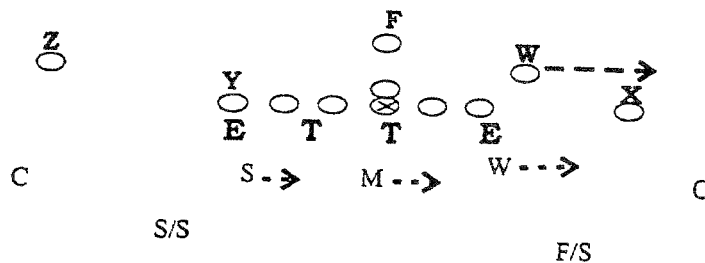
ADJUSTMENTS TO 1 BACK BALANCED COVER: 22

(H) WING



Keep Cover 22 on.

WING ZOOM OUT (WOT) WIDE

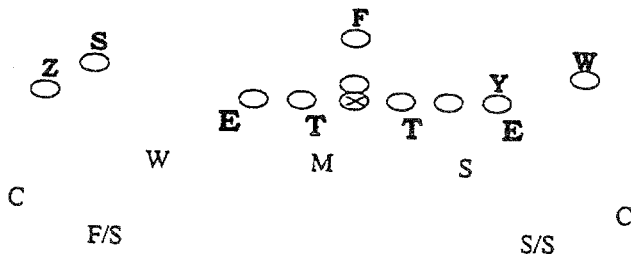


PLAY: Double Switch

GAME PLAN: 2/Switch

3 Receivers removed from formation
Core = Double Switch

ORANGE (OPPOSITE WING WIDE)

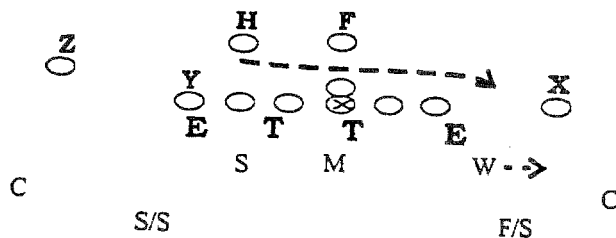


PLAY: Double Switch.

GAME PLAN: Keep Cover 22 or Cover 3

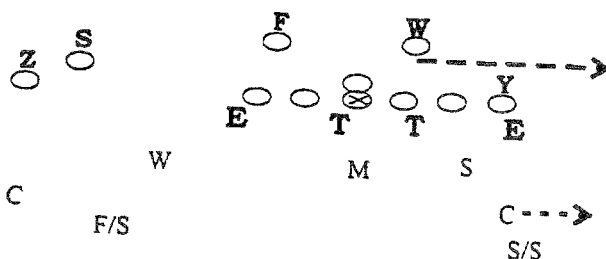
3 Receivers removed from formation
Core = Double Switch

MOTION TO WING



Keep Cover 22 on. Wing wide alert to go switch.

MOTION TO ORANGE



PLAY: Double Switch.

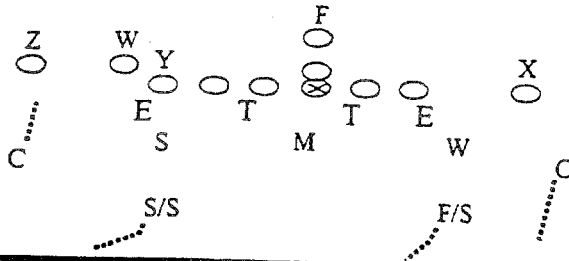
GAME PLAN: Keep Cover 22 or Cover 3.

3 Receivers removed from formation
Core = Double Switch

ADJUSTMENTS TO FLOOD

COVER: 22

FLOOD

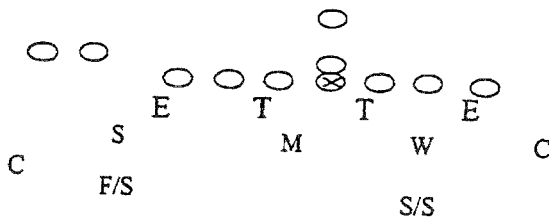


PLAY: Cover 3 cloud/sky. Backers BOS to flood.

Backer support W/S.

GAME PLAN: Double Switch
"Special" with "Omaha"

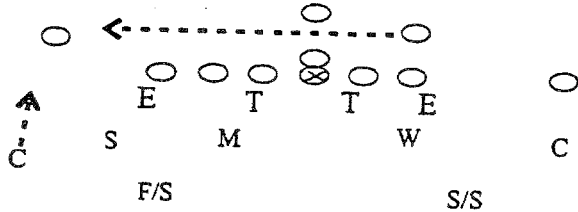
OPPOSITE FLOOD



PLAY: Cover 3. Sky backers bus to flood.

GAME PLAN: Switch/2
"Special" "Omaha"

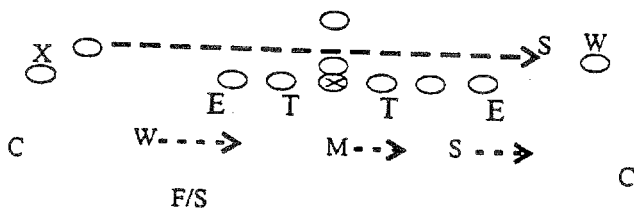
FLY TO FLOOD



PLAY: Cover 3 sky. Backers BOS to flood.

GAME PLAN: "Switch". Play double switch.

ROCKET TO FLOOD WIDE

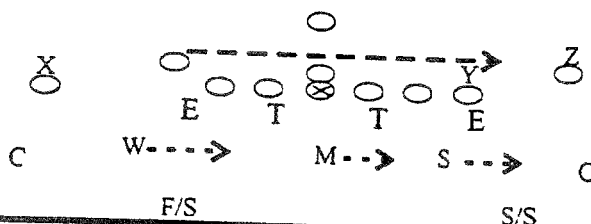


PLAY: Cover 3 Sky Backers BOS to flood.

Backer support W/S.

GAME PLAN: "Special". Play double switch.

WING FLY TO FLOOD

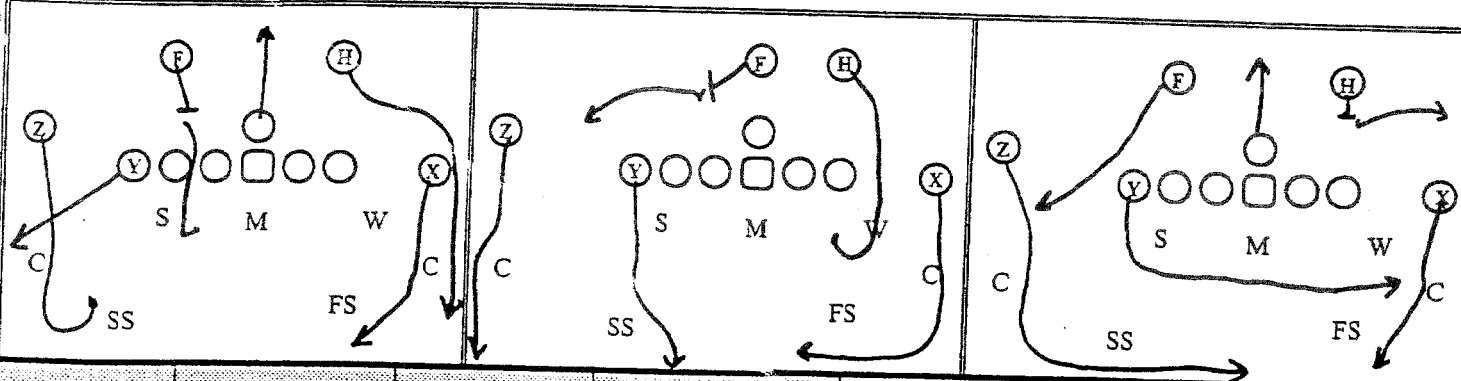


PLAY: Cover 3 Sky Backers BOS to flood.

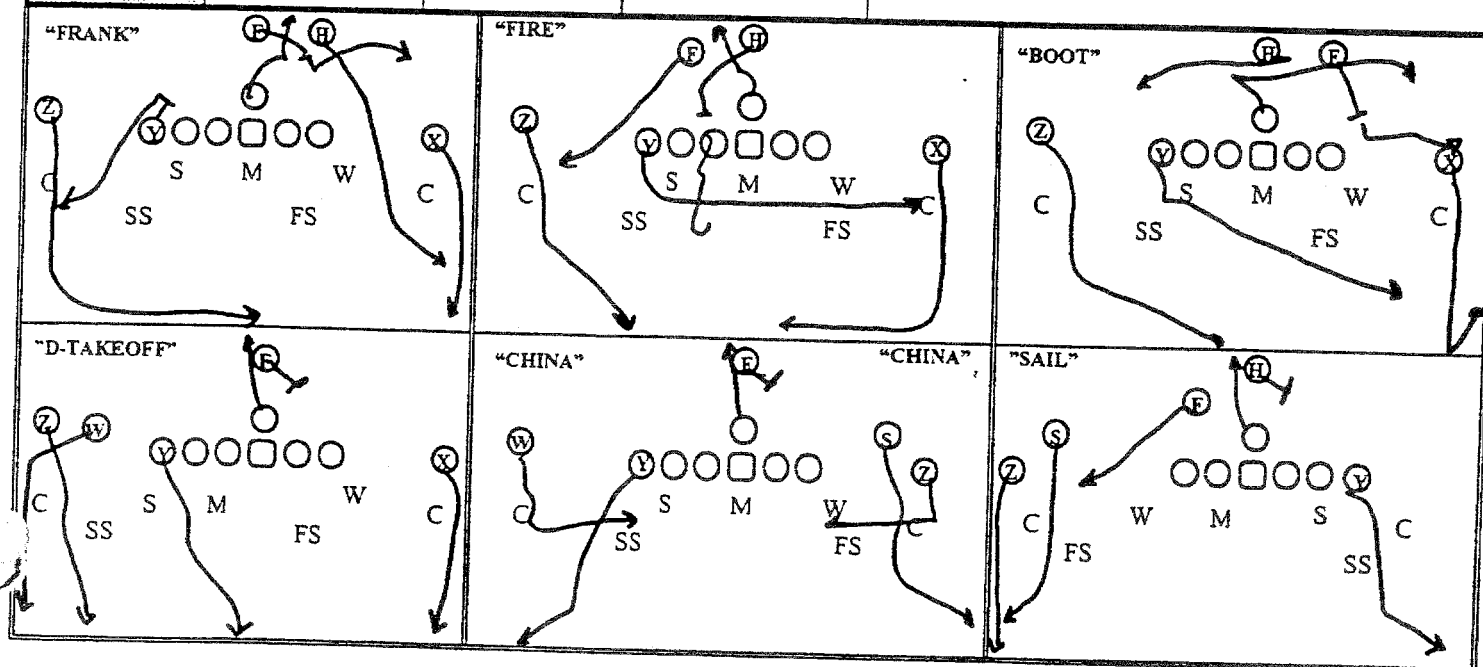
Backer support W/S.

GAME PLAN: "Special". Play double switch.

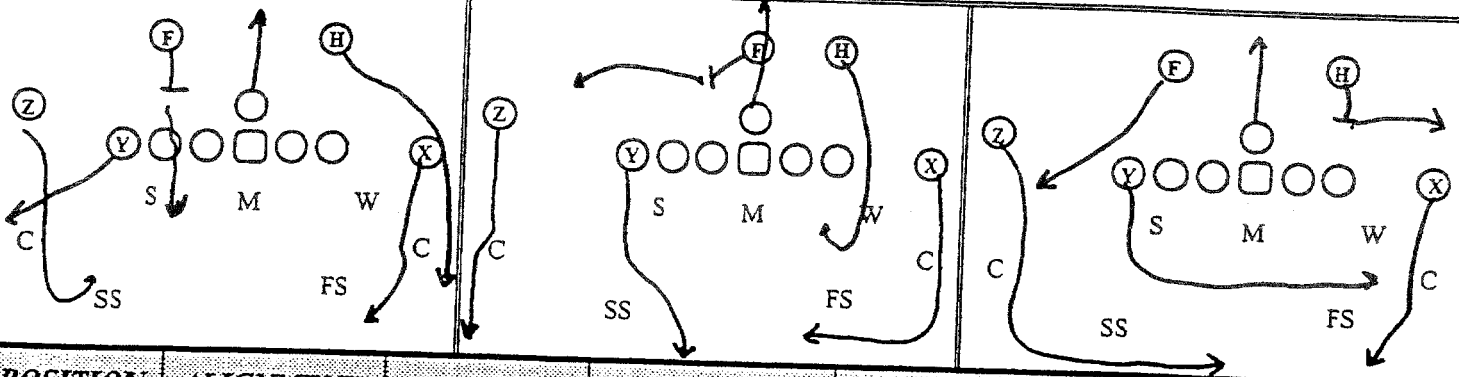
COVER SWITCH 2



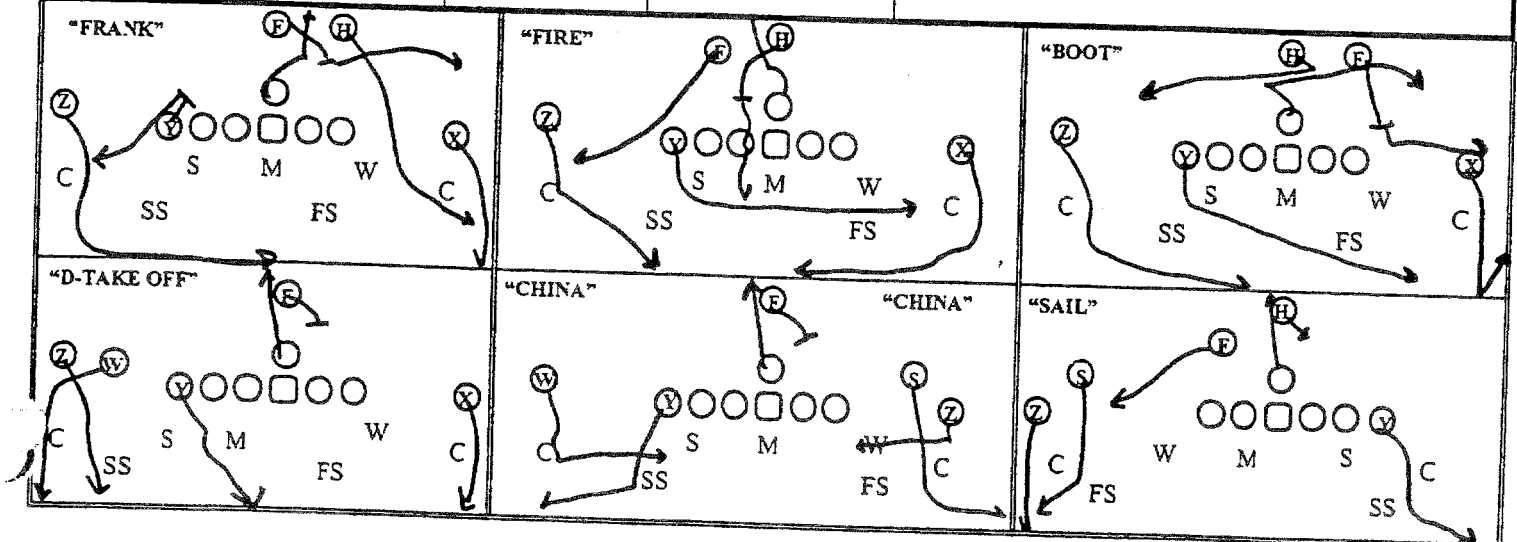
POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
SAM	SAME AS DOUBLE SWITCH	SAME AS DOUBLE SWITCH "SKY"	SAME AS DOUBLE SWITCH	1. SAME AS DOUBLE SWITCH. 2. PLAY "FIRE" RULES.
MIKE	SAME AS DOUBLE SWITCH	SAME AS DOUBLE SWITCH "SKY"	SAME AS DOUBLE SWITCH	1. SAME AS DOUBLE SWITCH. 2. CARRY ANY CROSSER TO THE COVER 2 SIDE. 3. PLAY "FIRE" RULES.
WIL	SAME AS COVER 2	SAME AS COVER 2 "CLOUD"	SAME AS COVER 2	1. SAME AS COVER 2. 2. PLAY "FIRE" RULES.



COVER SWITCH 2

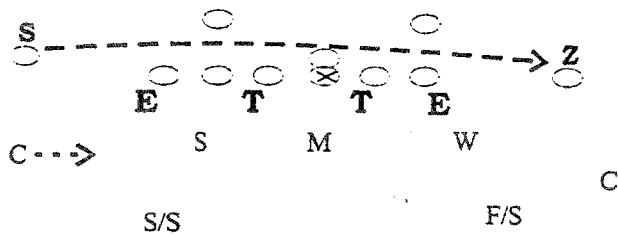


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	SAME AS DOUBLE SWITCH	SAME AS DOUBLE SWITCH "SKY"	SAME AS DOUBLE SWITCH	1. SAME AS DOUBLE SWITCH.
STRONG SAFETY	SAME AS DOUBLE SWITCH	SAME AS DOUBLE SWITCH "SKY"	SAME AS DOUBLE SWITCH	1. SAME AS DOUBLE SWITCH.
FREE SAFETY	SAME AS COVER 2	SAME AS COVER 2 "CLOUD"	SAME AS COVER 2	1. SAME AS COVER 2. 2. BECAUSE OF STRONG SAFETY TECHNIQUE, YOU DO NOT NEED TO BE AS CONCERNED WITH #2 STRONG SIDE.
WEAK CORNER	SAME AS COVER 2	SAME AS COVER 2 "CLOUD"	SAME AS COVER 2	1. SAME AS COVER 2.



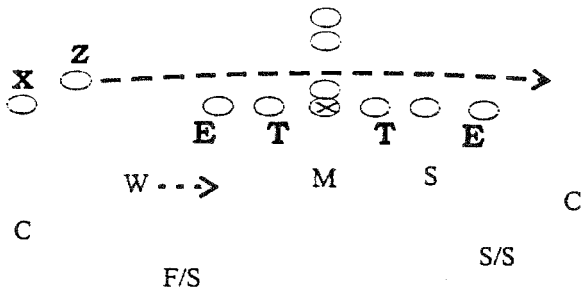
2 BACK MOTION / SHIFT
COVER: SWITCH / 2

ORBIT



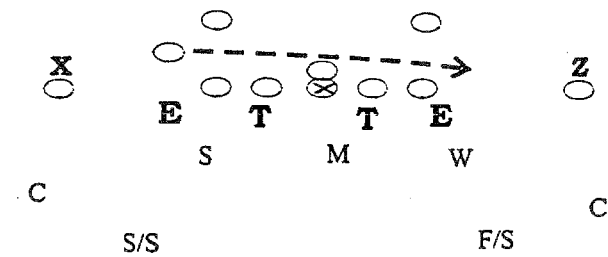
PLAY: SWITCH 2

ROCKET



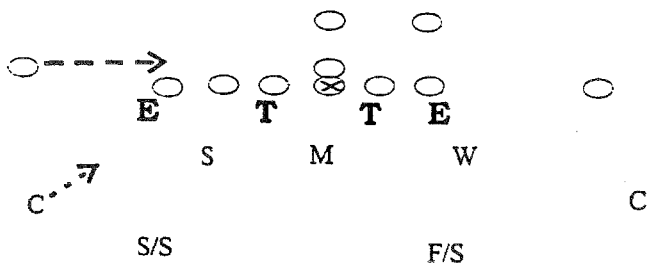
PLAY: SWITCH 2

TEM



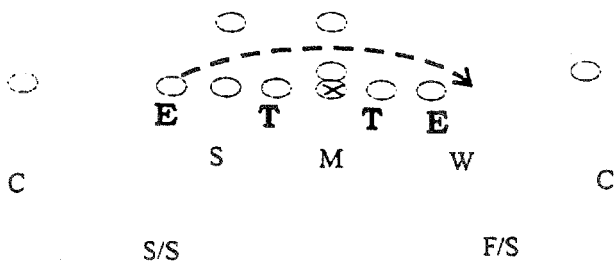
PLAY: SWITCH 2

ZOOM (ZIN)



PLAY: 22

SHIFT



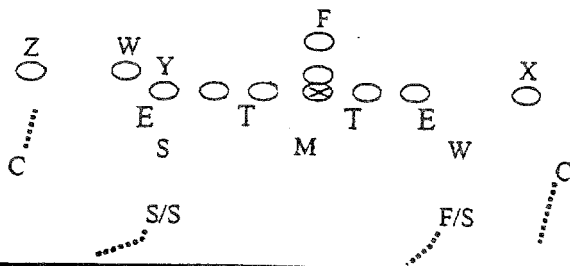
PLAY: SWITCH 2

**ADJUSTMENTS TO 1 BACK BALANCED
COVER: SWITCH / 2**

<p>(H) WING</p>	<p>PLAY: SWITCH / 2</p>
<p>WING ZOOM OUT (WOT) WIDE</p>	<p>PLAY: DOUBLE SWITCH</p>
<p>ORANGE (OPPOSITE WING WIDE)</p>	<p>PLAY: SWITCH / 2</p> <p>GAME PLAN: COVER 3. COVER 2</p>
<p>MOTION TO WING</p>	<p>PLAY: SWITCH / 2. WING WIDE PLAY. DOUBLE SWITCH.</p>
<p>MOTION TO ORANGE</p>	<p>PLAY: SWITCH / 2.</p> <p>GAME PLAN: COVER 3. COVER 2.</p>

ADJUSTMENTS TO FLOOD COVER: SWITCH/2 (TWO)

FLOOD

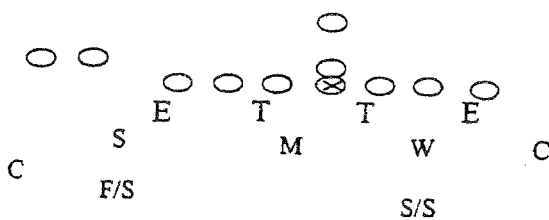


PLAY: COVER 3 SKY.

BACKER BOS TO FLOOD.
BACKER SUPPORT W/S.

GAME PLAN: SWITCH/2.DOUBLE
SWITCH. "SPECIAL"

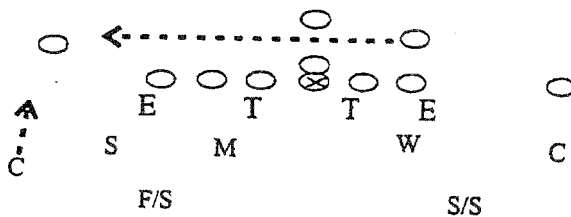
OPPOSITE FLOOD



PLAY: COVER 3 SKY.

GAME PLAN: KEEP SWITCH/2 ON.
"SPECIAL"

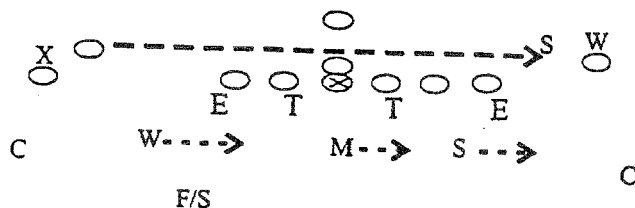
FLY TO FLOOD



PLAY: COVER 3 SKY. BACKERS
BOS TO FLOOD. BACKER SUPPORT W/S.

GAME PLAN: KEEP SWITCH / 2 ON.
"SPECIAL"

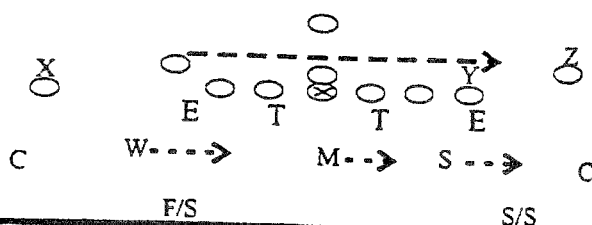
ROCKET TO FLOOD WIDE



PLAY: COVER 3 SKY. BACKERS
BOS TO FLOOD. BACKER SUPPORT W/S.

GAME PLAN: KEEP SWITCH/2 ON.
"SPECIAL"

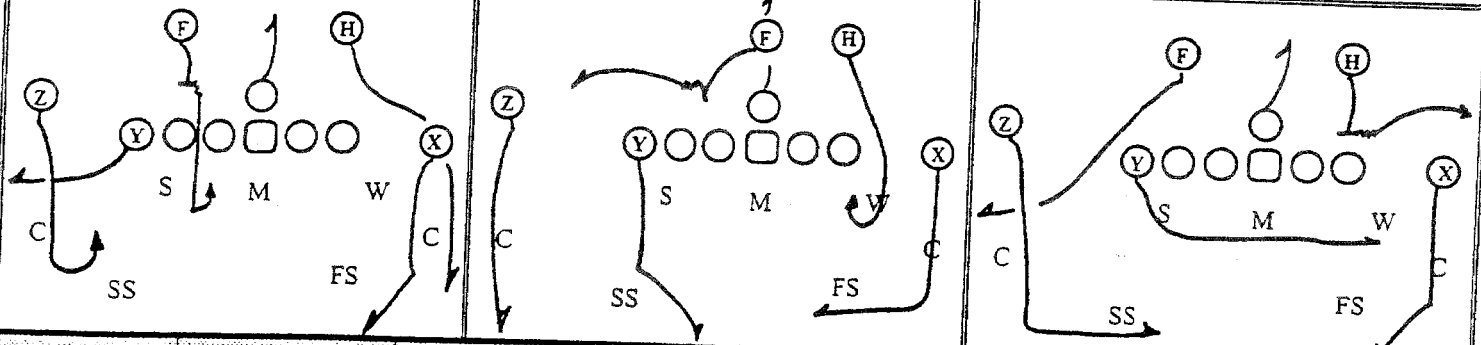
WING FLY TO FLOOD



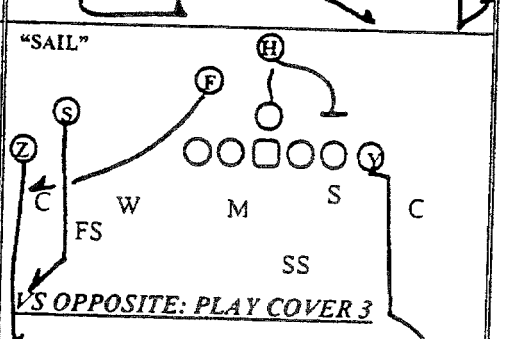
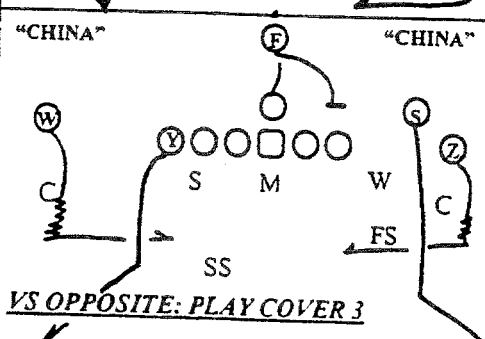
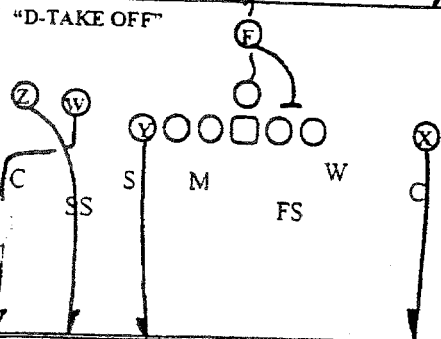
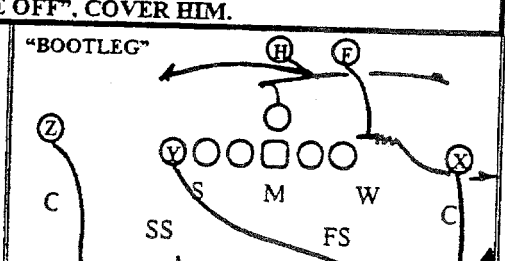
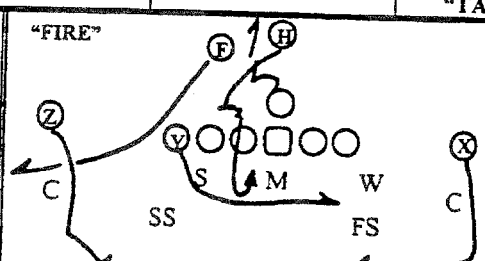
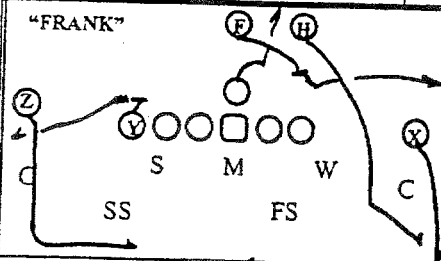
PLAY: COVER 3 CLOUD/SKY.
BACKERS BOS TO FLOOD. BACKER
SUPPORT W/S.

GAME PLAN: KEEP SWITCH/2 ON.
"SPECIAL"

COVER 4 CLOUD (SKY) VS. OPPOSITE PLAY COVER 3



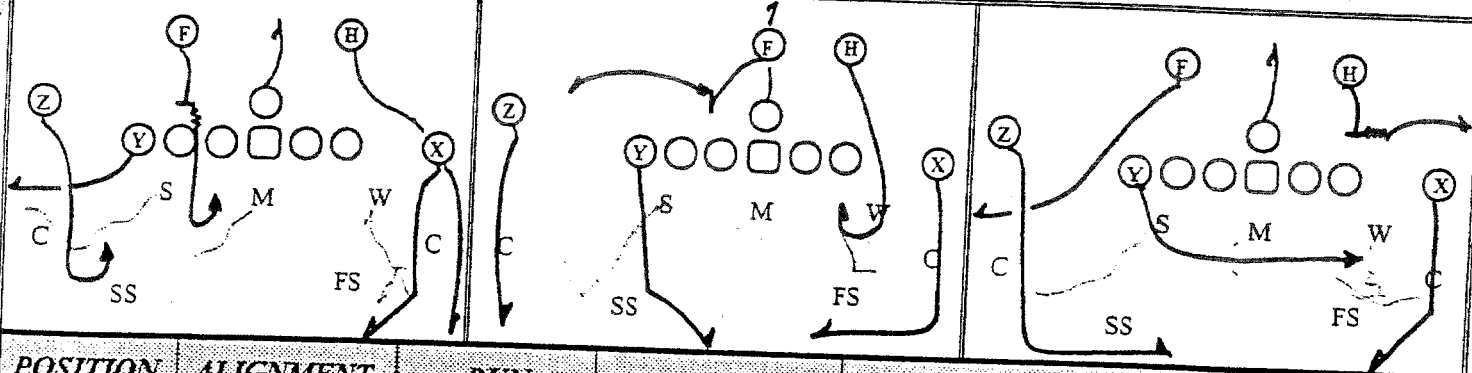
POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	HEAD UP ON #1 - 7 YARDS DEEP	BOX	OUTSIDE 1/3	<ol style="list-style-type: none"> 1. M/M IN ZONE. 2. CARRY POST PATTERN FROM OUTSIDE/IN USING YOUR S/S, MAINTAINING POSITION TO PLAY CORNER ROUTE.
STRONG SAFETY	2 YARDS OUTSIDE "Y" 10 YARDS DEEP	BOX	DEEP MIDDLE 1/3. COVER TE IN SEAM, NO TE SEAM, SEE Z ON WAY TO POST	<ol style="list-style-type: none"> 1. DEEP MIDDLE 1/3. 2. READ RELEASE OF TE. COVER TE IN SEAM. 3. NO TE SEAM, WORK TO MIDDLE 1/3 LOOKING FOR POST CUT OF "Z" TO "X"
FREE SAFETY	2 YARDS OUTSIDE OT 10-12 YARDS DEEP	CLOUD (ALERT FOR SKY CHECK)	OUTSIDE 1/3 (SKY CHECK, COVER CURL/FLAT)	<ol style="list-style-type: none"> 1. DRIVE TO OUTSIDE 1/3. 2. KEY #1'S RELEASE. IF OUTSIDE, WORK TO INSIDE SHOULDER AND COVER DEEP 1/3. 3. IF #1 RELEASES INSIDE, WORK TO OUTSIDE SHOULDER AND COVER DEEP 1/3. 4. IF #1 RUNS SHALLOW CROSS OR CHINA, LOOK FOR #2 TO RUN BOW OUT.
WEAK CORNER	HEAD UP ON #1 - 7 YARDS DEEP	CLOUD (ALERT FOR SKY CHECK)	CLOUD (SKY CHECK, OUTSIDE 1/3)	<ol style="list-style-type: none"> 1. JAM & DELAY #1'S VERTICAL RELEASE. READ THE PATTERN OF #2/. #2 RUNS TO FLAT JUMP HIM. 2. IF #2 DOES NOT GO TO THE FLAT, GET DEPTH AND SQUEEZE #1. 3. IF #2 RUNS THROUGH ZONE AND RUNS "TAKE OFF", COVER HIM.



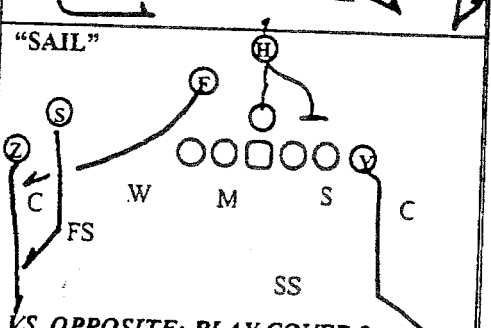
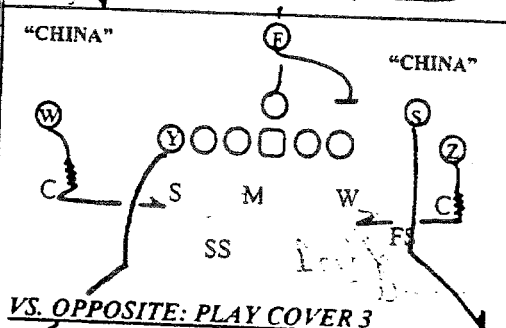
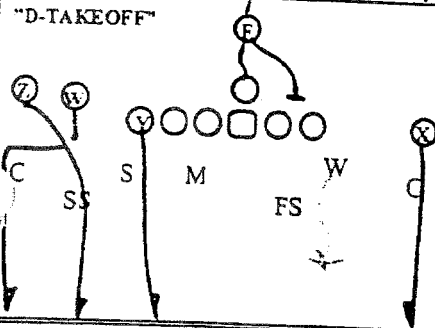
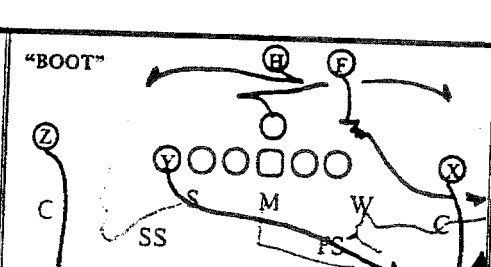
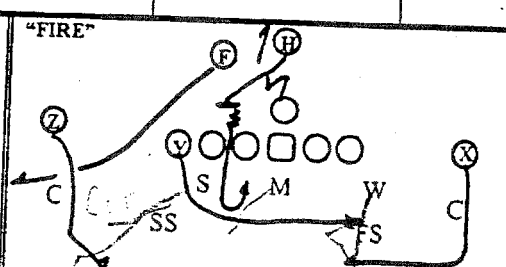
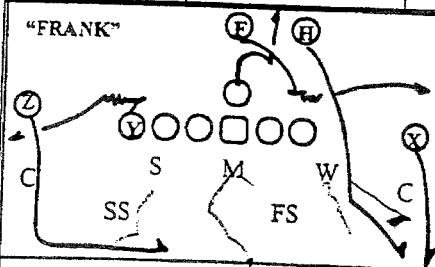
VS OPPOSITE: PLAY COVER 3

VS OPPOSITE: PLAY COVER 3

COVER 4 (FOUR) VS. OPPOSITE PLAY COVER 3



POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
SAM	FRONT WILL DICTATE	BOX	BUZZ TO CURL READING PATTERN OF #2 & #3. COVER CURL, REACT TO FLAT.	1. COVER #2/ #3 OUTSIDE TO CURL. HOLD DEPTH IN CURL, REACT TO FLAT ON THROW. 2. IF #2 OR #3 RUNS BOW OUT COVER HIM. 3. IF #2 OR #3 RUNS TAKE OFF THROUGH ZONE, COVER HIM. 4. ALERT TO PLAY CHINA PATTERN. 5. "FIRE" RULE; "FRANK" STACK ON TE.
MIKE	FRONT WILL DICTATE	BOX	BUZZ TO S/S HOOK. READ PATTERN OF #2 & #3.	1. BUZZ TO S/S HOOK. 2. READ RELEASE OF #2 & #3. COVER THE INSIDE OF #2 OR #3. 3. S/S WILL HELP YOU WITH TE SEAM. 4. "FIRE" RULE; "FRANK" MIDDLE HOOK.
WIL	FRONT WILL DICTATE	CLOUD (SKY)	COVER #2 IN CIRCLE	1. BUZZ TO CIRCLE 2. COVER #2, HOLD SEAM. 3. "FIRE" RULE; "FRANK" COVER INSIDE OF S2 OR #3.



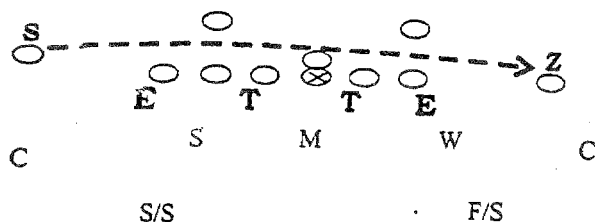
VS. OPPOSITE: PLAY COVER 3

VS. OPPOSITE: PLAY COVER 3

2 BACK MOTION / SHIFT

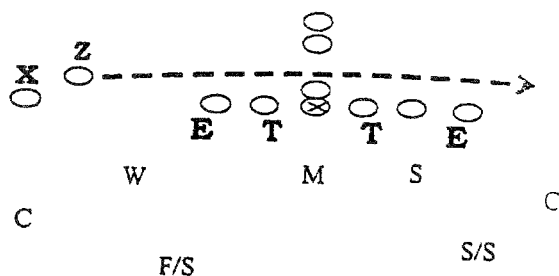
COVER: 4

ORBIT



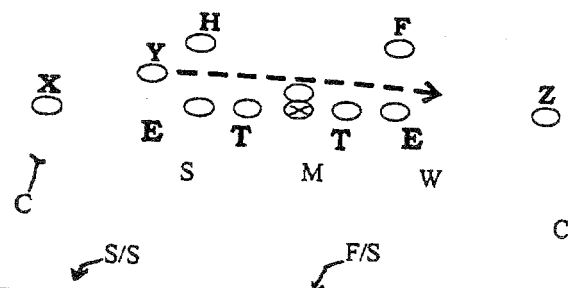
VS OPPOSITE - PLAY COVER 3
CLOUD/SKY

ROCKET



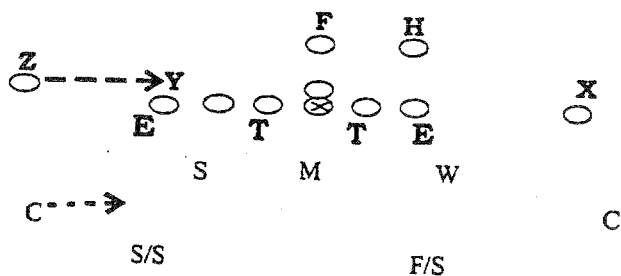
VS REGULAR - PLAY COVER 4

TEM



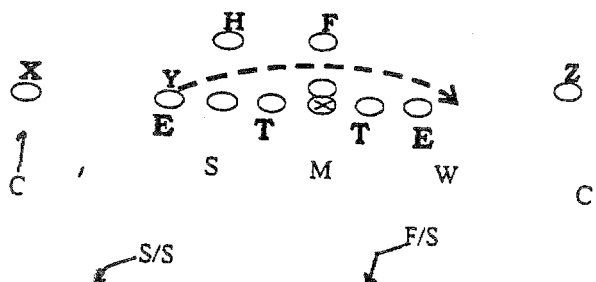
COVER 4 KEEP ON

ZOOM (ZIN)



COVER 4 KEEP ON

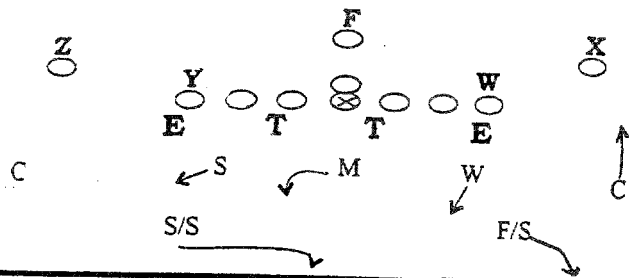
SHIFT



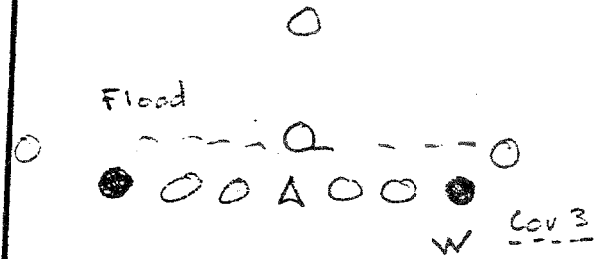
COVER 4 KEEP ON

**ADJUSTMENTS TO 1 BACK BALANCED
COVER: 4**

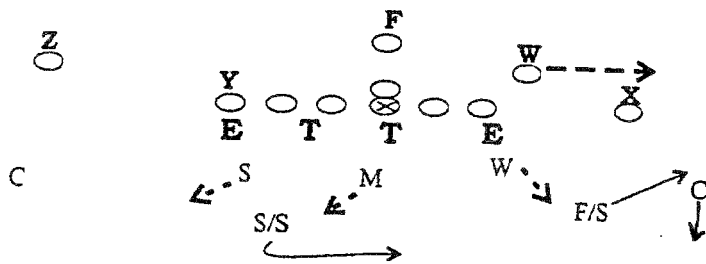
(H) WING



PLAY COVER 4

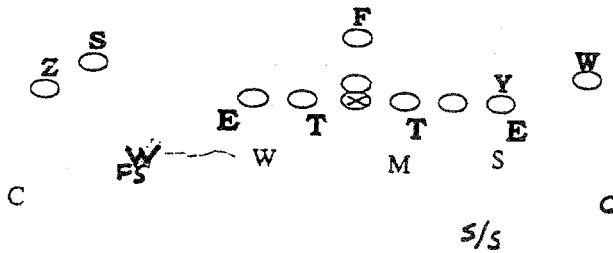


WING ZOOM OUT (WOT) WIDE



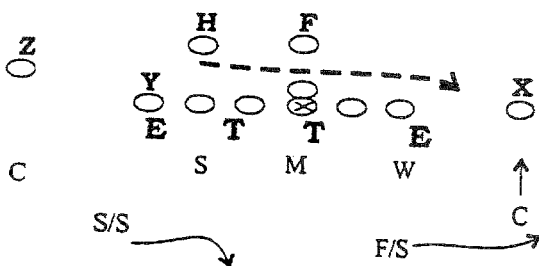
PLAYCOVER 4 SKY

ORANGE (OPPOSITE WING WIDE)



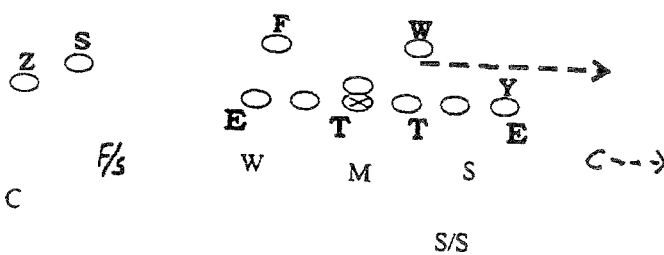
**VS OPPOSITE - PLAY COVER 3
CLOUD/SKY**

MOTION TO WING



PLAY COVER 4 (CLOUD/SKY)

MOTION TO ORANGE



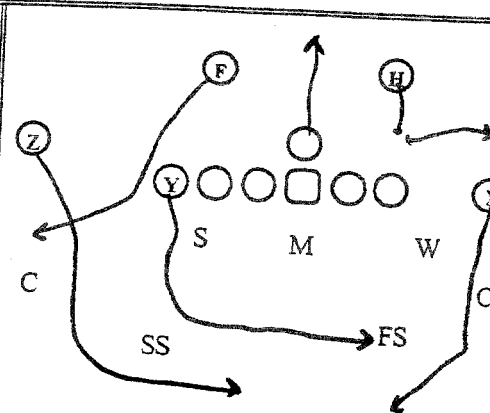
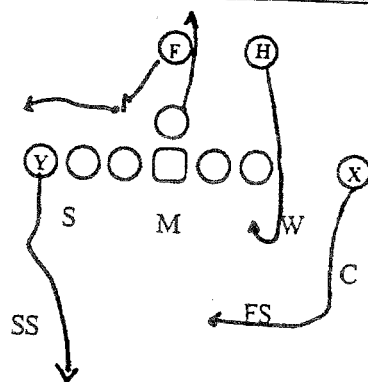
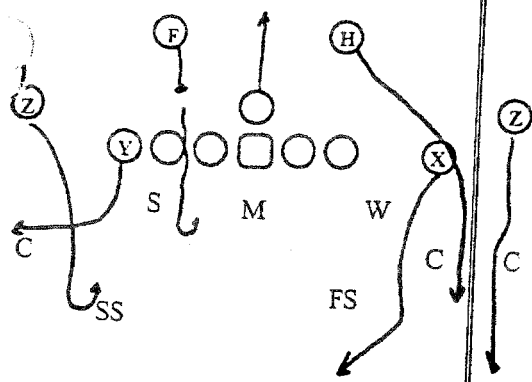
**VS OPPOSITE - PLAY COVER 3
CLOUD/SKY**

ADJUSTMENTS TO FLOOD

COVER: 4

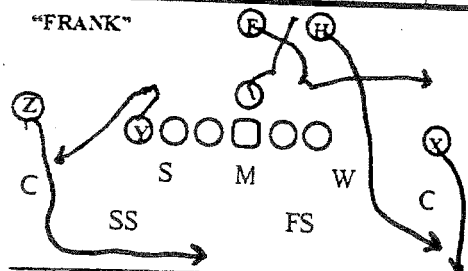
<p>FLOOD</p>	<p>VS FLOOD - PLAY COVER 3 SKY</p>
<p>OPPOSITE FLOOD</p>	<p>VS FLOOD - PLAY COVER 3 SKY</p>
<p>FLY TO FLOOD</p>	<p>VS FLOOD - PLAY COVER 3 SKY</p>
<p>ROCKET TO FLOOD WIDE</p>	<p>VS FLOOD - PLAY COVER 3 SKY</p>
<p>WING FLY TO FLOOD</p>	<p>VS FLOOD - PLAY COVER 3 SKY</p>

COVER 3 CLOUD (SKY)

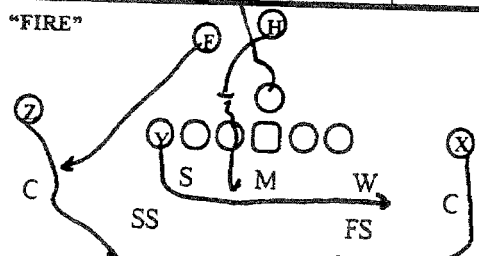


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	INSIDE #1 7 YARDS DEEP	CLOUD (ALERT FOR SKY CHECK)	CLOUD (SKY CHECK OUTSIDE 1/3)	<ol style="list-style-type: none"> 1. IF INSIDE RELEASE, BAIT INSIDE AND READ #2 & #3 PROGRESSION. 2. #2 TO FLAT, JUMP HIM. 3. IF #1 OUTSIDE RELEASES, BAIT AND READ #2 & #3 PROGRESSION. 4. IF #2 OR #3 DOES NOT GO TO THE FLAT, GET DEPTH AND SQUEEZE #1. 5. IF #2 RUNS THROUGH ZONE AND RUNS "TAKE OFF", COVER HIM.
STRONG SAFETY	SPLIT #1 & #2 12 YARDS DEEP	CLOUD (ALERT FOR SKY CHECK)	OUTSIDE 1/3 (SKY CHECK COVER CURL TO FLAT)	<ol style="list-style-type: none"> 1. DRIVE TO OUTSIDE 1/3. 2. KEY #1'S RELEASE. IF OUTSIDE, WORK TO INSIDE SHOULDER AND COVER DEEP 1/3. 3. IF #1 RELEASES INSIDE, WORK TO OUTSIDE SHOULDER AND COVER DEEP 1/3.
FREE SAFETY	2 YARDS OUTSIDE OT 10-12 YARDS DEEP	BACKER	MIDDLE 1/3	<ol style="list-style-type: none"> 1. WORK QUICKLY TO MIDDLE OF FORMATION. 2. GET DEPTH AND READ QUARTERBACK. 3. <u>DON'T JUMP INTERMEDIATE ROUTES.</u>
WEAK CORNER	HEAD UP ON #1 - 7 YARDS DEEP	BACKER	OUTSIDE 1/3	<ol style="list-style-type: none"> 1. M/M IN ZONE UNLESS X NEAR. 2. VS X NEAR - ZONE OFF QB.

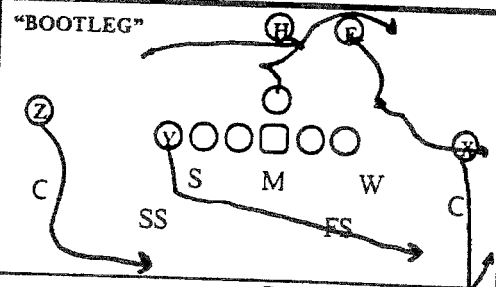
"FRANK"



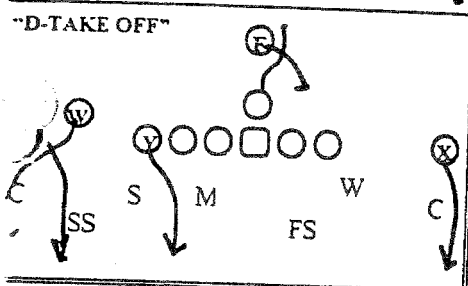
"FIRE"



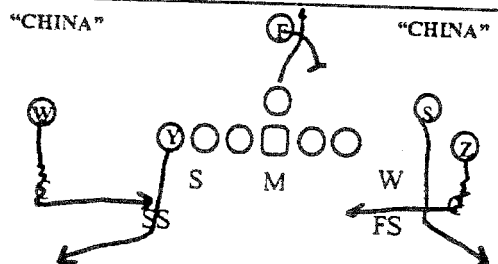
"BOOTLEG"



"D-TAKE OFF"

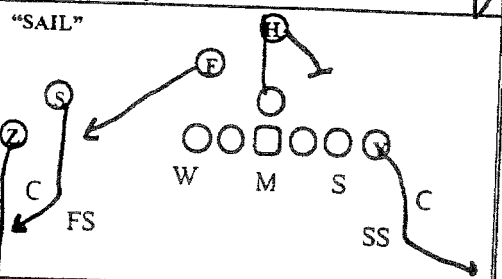


"CHINA"

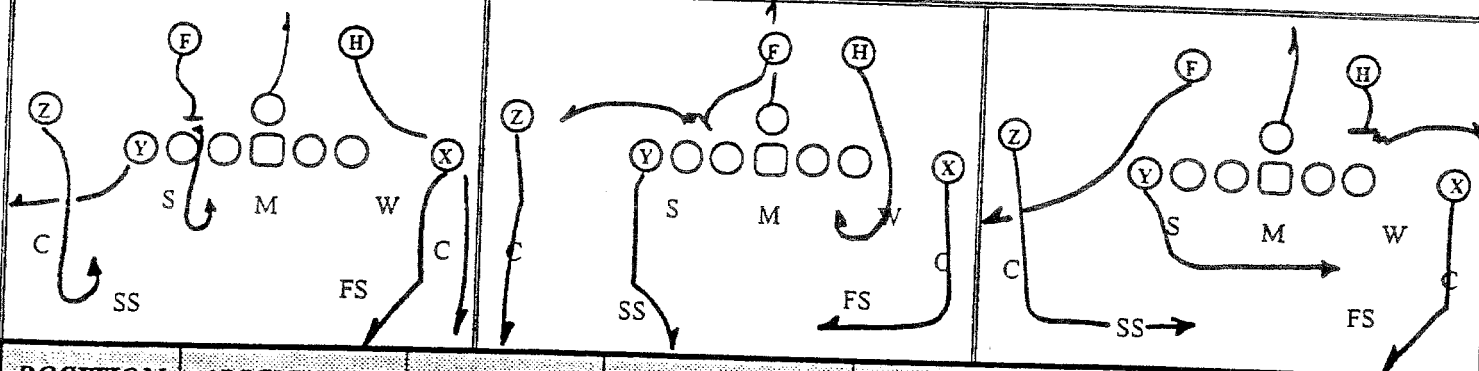


"CHINA"

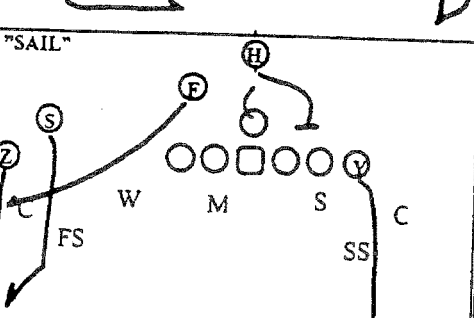
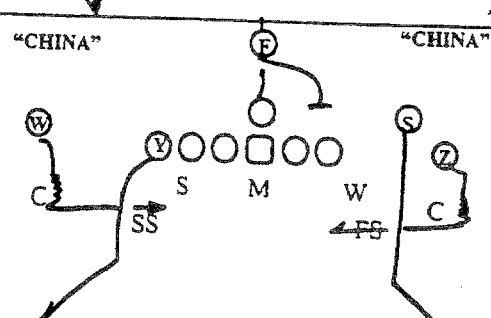
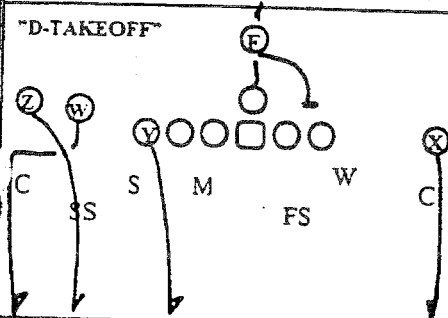
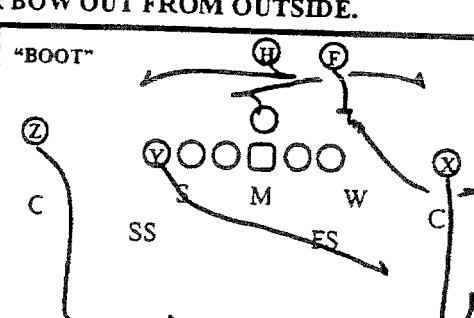
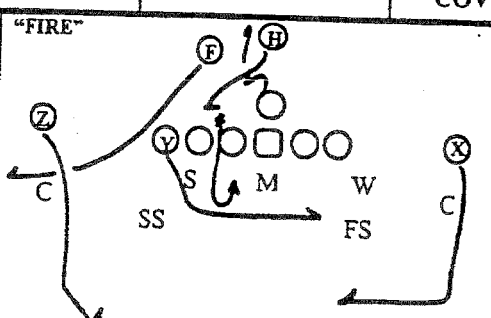
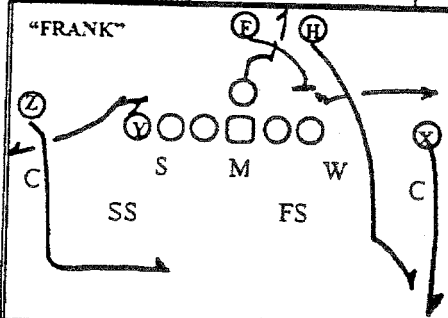
"SAIL"



COVER 3 (THREE)

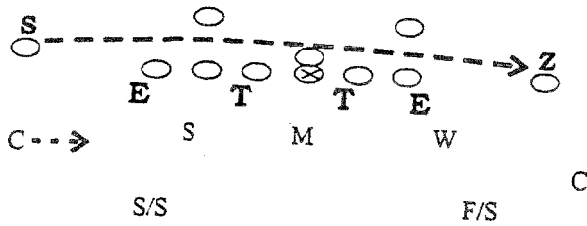


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
SAM	FRONT WILL DICTATE	CLOUD (SKY)	BUZZ TO CURL READING OFF #2	<ol style="list-style-type: none"> 1. COVER #2/ #3 INSIDE SEAM TO CURL. 2. IF #2 RUNS CORNER ROUTE, LOCK ON HIM. 3. SKY, COVER STRONG SIDE HOOK ZONE. 4. ALERT FOR SLIDE BUZZ. COVER SEAM TO CURL.
MIKE	FRONT WILL DICTATE	CLOUD (SKY)	READ #2 AWAY FROM CLOUD CALL VS 2 BACK SET	<ol style="list-style-type: none"> 1. READ #2 AWAY FROM CLOUD CALL. 2. IF #2 RUNS A DIAGONAL, BUZZ TO CURL ON THAT SIDE. 3. IF #2 DOES ANYTHING ELSE, BUZZ OFF #3. 4. VS 1 BACK SETS, MIKE PLAY OFF OF #3. 5. VS FLOOD (OR STRONG SETS) PLAY SLIDE BUZZ. COVER STRONG HOOK.
WIL	FRONT WILL DICTATE	BACKER	SAME AS DOUBLE SWITCH	<ol style="list-style-type: none"> 1. CURL/FLAT 2. #2 RUNS ARROW OR DIAGONAL COVER COVER HIM. 3. #2 BLOCKS OR RELEASES INSIDE, PLAY LIKE SWITCH COVERAGE. 4. SLIDE BUZZ, PLAY AS SWITCH COVERAGE. YOU HAVE F/S HELP IN POST COVER BOW OUT FROM OUTSIDE.



2 BACK MOTION / SHIFT
COVER: 3 (THREE)

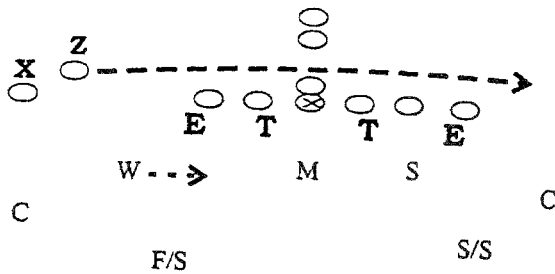
ORBIT



PLAY: COVER 3
3 CLOUD TO 3 CLOUD
3 CLOUD TO 3 SKY

GAME PLAN: SWITCH / 2

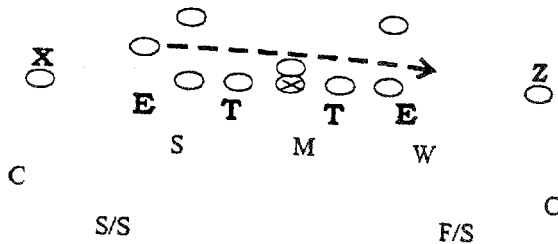
ROCKET



PLAY: COVER 3
3 CLOUD TO 3 CLOUD
3 CLOUD TO 3 SKY

GAME PLAN: 3 SKY TO DOUBLE
SWITCH

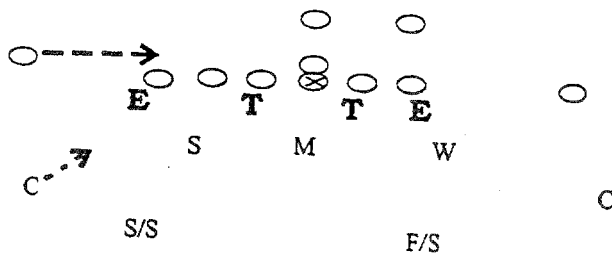
TEM



PLAY: COVER 3 Y OFF:
PLAY SKY TO SKY

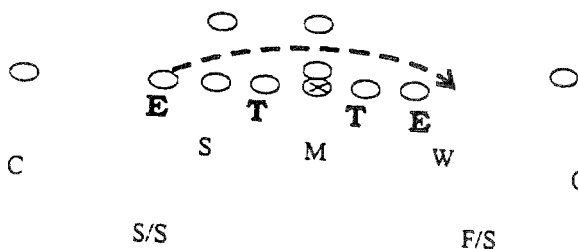
GAME PLAN: COVER 3 CLOUD
DOUBLE SWITCH

ZOOM (ZIN)



PLAY: COVER 3 CLOUD

SHIFT

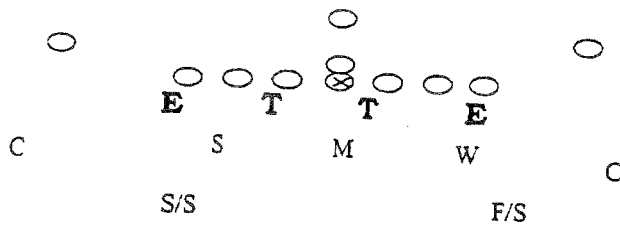


PLAY: COVER 3 CLOUD/SKY

ADJUSTMENTS TO 1 BACK BALANCED

COVER: 3 (THREE)

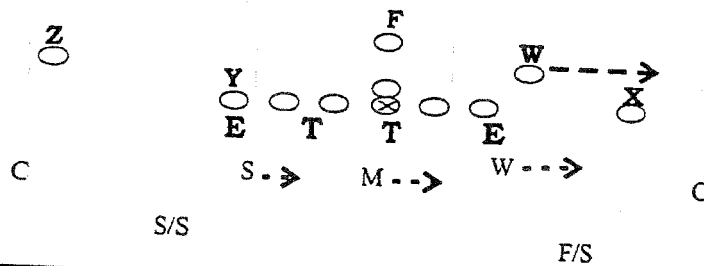
(H) WING



PLAY: COVER 3 CLOUD/SKY

GAME PLAN: COVER 4
DOUBLE SWITCH
SWITCH / 2

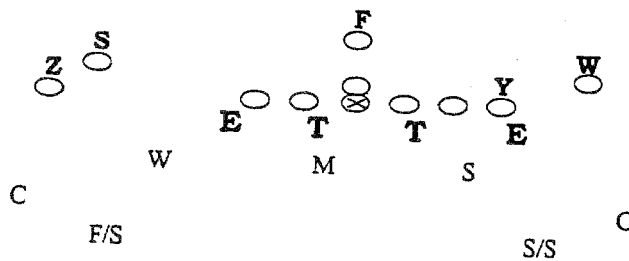
WING ZOOM OUT (WOT) WIDE



PLAY: DOUBLE SWITCH

GAME PLAN: COVER 4

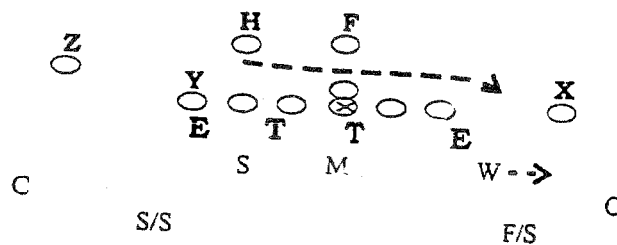
ORANGE (OPPOSITE WING WIDE)



PLAY: COVER 3 CLOUD / SKY

GAME PLAN: DOUBLE SWITCH

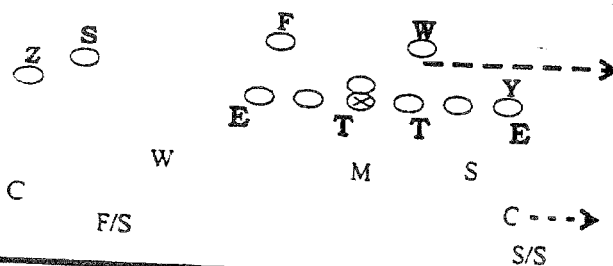
MOTION TO WING



PLAY: COVER 3 CLOUD / SKY

GAME PLAN: DOUBLE SWITCH
COVER 4

MOTION TO ORANGE



PLAY: COVER 3 CLOUD / SKY

GAME PLAN: DOUBLE SWITCH

ADJUSTMENTS TO FLOOD COVER: 3 (THREE)

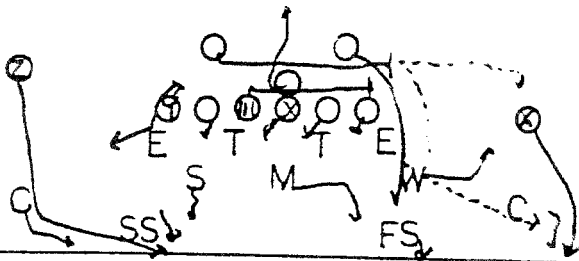
<p>FLOOD</p>	<p>PLAY: COVER 3 SKY</p> <p>GAME PLAN: DOUBLE SWITCH SWITCH/2 "SPECIAL"</p>
<p>OPPOSITE FLOOD</p>	<p>PLAY: COVER 3 SKY</p> <p>GAME PLAN: SWITCH/2 "SPECIAL"</p>
<p>FLY TO FLOOD</p>	<p>PLAY: COVER 3 CLOUD/SKY.</p> <p>GAME PLAN: DOUBLE SWITCH "SPECIAL"</p>
<p>ROCKET TO FLOOD WIDE</p>	<p>PLAY: COVER 3 SKY</p> <p>GAME PLAN: DOUBLE SWITCH "SPECIAL"</p>
<p>WING FLY TO FLOOD</p>	<p>PLAY: COVER 3 SKY</p> <p>GAME PLAN: DOUBLE SWITCH "SPECIAL"</p>

"FIRE and BOOTLEG"

<p>FIRE RULE</p>	<p>BOTH BACKS FLOW TO S/S (4 RECEIVERS TO S/S) DEFENSIVE BACKS: PLAY COVERAGE CALLED. (COACHING POINT: COVER 2 CORNER AWAY FROM "FIRE" PLAY #1 M/M) LINE BACKERS : READ RELEASE OF #2&#3 S/S #2 OR #3 CROSSES TO W/S WIL: STACK AND COVER CROSSING RECEIVER MIKE: STACK ON CHECK DOWN WITH DEPTH. SAM: STACK ON #3 AND COVER CURL OR FLAT</p>
<p>FIRE RULE</p>	<p>#2 OR #3 RELEASES VERTICAL DEFENSIVE BACKS: PLAY COVERAGE CALLED (COACHING POINT: CORNER AWAY FROM "FIRE" PLAY #1 M/M.) WIL: STACK WITH DEPTH, REACT TO CHECK DOWN MIKE: CARRY #2 OR #3 INTO THE HOOK SEAM ZONE UNDER ANY IN BREAK (COV.2 CARRY UP THE HOLE) SAM: COVER #2 OR #3 OUTSIDE IN CURL OR FLAT (COV.2 OUTSIDE RELEASE OR #2 OR #3 CARRY SEAM TO THE HOLE.</p>
<p>FIRE RULE</p>	<p>BOTH BACKS TO OPPOSITE PLAY FIRE RULES. DEFENSIVE BACKS : PLAY COVERAGE CALLED WIL: PLAY COVERAGE CALLED MIKE: PLAY COVERAGE CALLED / CHECK DOWN SAM: STACK UNDER INSIDE TIGHT END.</p>
<p>FIRE RULE</p>	<p>"SAIL PATTERN" FOLLOW COVERAGE AND FIRE RULES</p>
<p>BOOTLEG</p>	<p>BOOTLEGS: DEFENSIVE BACKS: FOLLOW COVERAGE RULES SAFETIES BE ALERT FOR DEEP CROSSING AND POST WIL/SAM: COVER HIDE PATTERN MIKE: LOCATE AND COVER CROSSING RECEIVER. SAM/WIL: STACK WITH DEPTH FOR CHECK DOWN OR WIDE.</p>

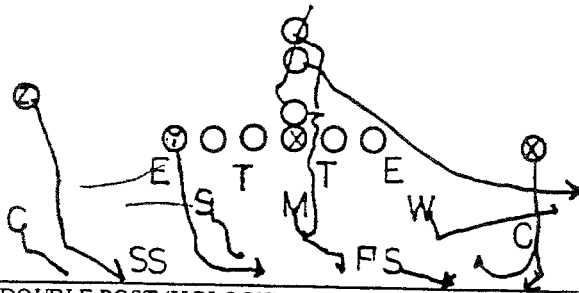
"FRANK AND BLOCK PASS"

TRAP PASS (FRANK) *W/S*



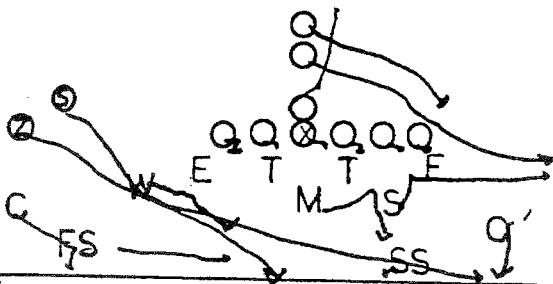
BOTH BACKS FLOW W/S WITH BIM TRAP ACTION:
DEFENSIVE BACKS: PLAY COVERAGE CALLED.
WIL: REACT TO RUN, PLAY COVERAGE CALLED (COVER 2 COVER CIRCLE/POST)
MIKE: REACT TO RUN, OPEN TO FLOW SIDE COVER CIRCLE. (COVER 2 IF WIL HAS COVERED CIRCLE/POST PUSH TO CHECK DOWN OR SCREEN)
SAM: STACK ON #2. COVER CHECK DOWN OR Y SCREEN.

FRANK



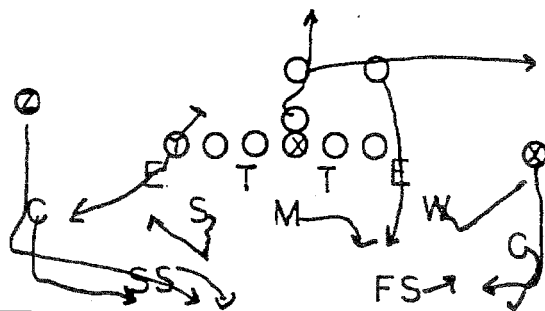
BOTH BACKS FLOW TO W/S.
DEFENSIVE BACKS: PLAY COVERAGE CALLED
WIL: REACT TO RUN, PLAY COVERAGE RESPONSIBILITY.
MIKE: REACT TO RUN, OPEN TO FLOW COVER CIRCLE TO CROSSING RECEIVER. (COVER 2, COVER CIRCLE POST)
SAM: STACK INSIDE #2. CARRY #2 ON ANY CROSSING ROUTE. COVER CHECK DOWN OF #2. (COVER 2 COVER #2 ON VERTICAL POST)
(COACHING POINT: SAM AND MIKE ZONE OFF THE DOUBLE CROSS PATTERN)

FRANK DOUBLE POST (Y BLOCK)



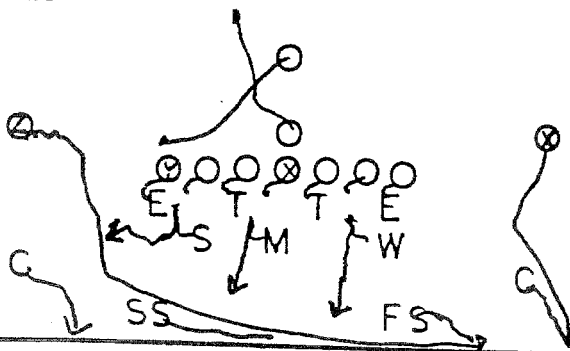
BOTH BACKS FLOW W/S.
DEFENSIVE BACKS: PLAY COVERAGE CALLED. SAFETIES BE ALERT FOR DEEP CROSSING RECEIVERS. PASS FIRST POST TO OFF SAFETY. S/S CORNER COVER #1 M/M. (COVER 3: W/S CORNER LOOK FOR DEEP CROSSING RECEIVER.)
WIL: PLAY COVERAGE CALLED. COVER CHECK DOWN.
MIKE: PLAY COVERAGE CALLED / CHECK DOWN
SAM: STACK LOOK FOR CROSSING RECEIVER FROM W/S, CHECK DOWN.

FRANK



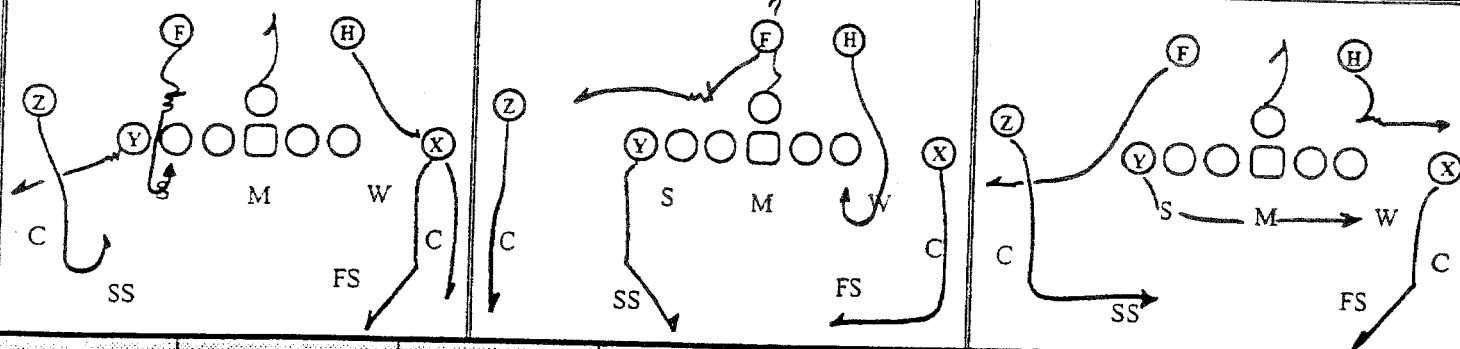
BOTH BACKS FLOW TO W/S (3 RECEIVERS TO W/S)
DEFENSIVE BACKS: PLAY COVERAGE CALLED.
LINE BACKERS: READ FLOW OF BACKS:
WIL: REACT TO RUN, PLAY COVERAGE RESPONSIBILITY.
MIKE: REACT TO RUN, OPEN TO FLOW COVER CIRCLE TO CROSSING RECEIVER. (COVER 2, COVER CIRCLE POST)
SAM: STACK INSIDE #2. CARRY #2 ON ANY CROSSING ROUTE. COVER CHECK DOWN OF #2. (COVER 2 COVER #2 ON VERTICAL POST)
(COACHING POINT: SAM AND MIKE ZONE OFF DOUBLE CROSS PATTERN.)

BLOCK PASS

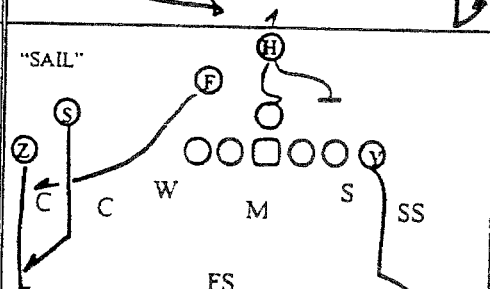
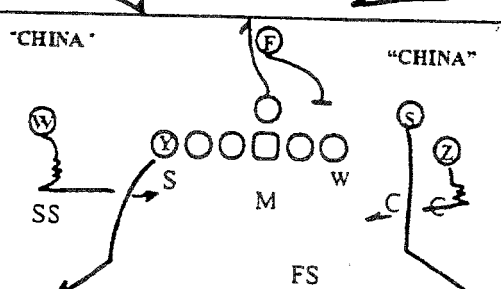
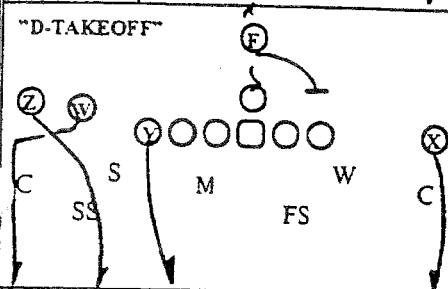
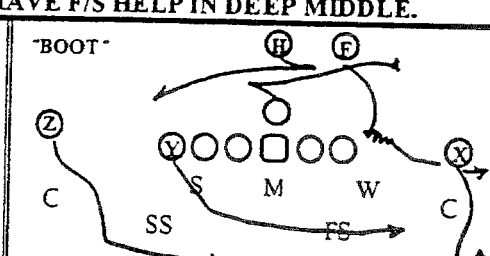
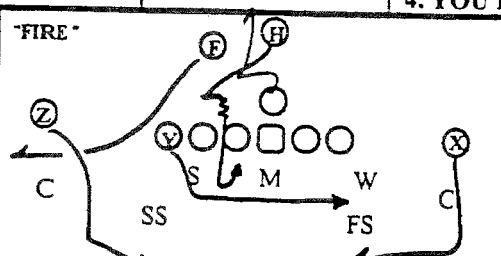
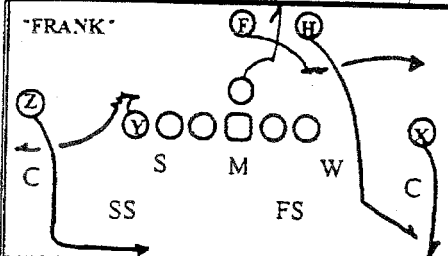


BLOCK PASS: (BOTH TIGHT ENDS BLOCK WITH HARD RUN FAKE)
DEFENSIVE BACKS: FOLLOW COVERAGE RULES SAFETIES BE ALERT FOR DEEP CROSSING RECEIVER. CORNER BE READY TO CARRY POST
WIL: STACK GET AS MUCH DEPTH UNDER DEEP CROSSING ROUTE. BE READY TO REACT TO WING CHECK DIAGONAL
MIKE: WITH EARLY READ YOU MAY LOCATE AND COVER CROSSING RECEIVER. IF YOU MISS CROSSING RECEIVER. STACK FOR CHECK DOWN.
SAM/WIL: STACK FOR CHECK DOWN OR WIDE.

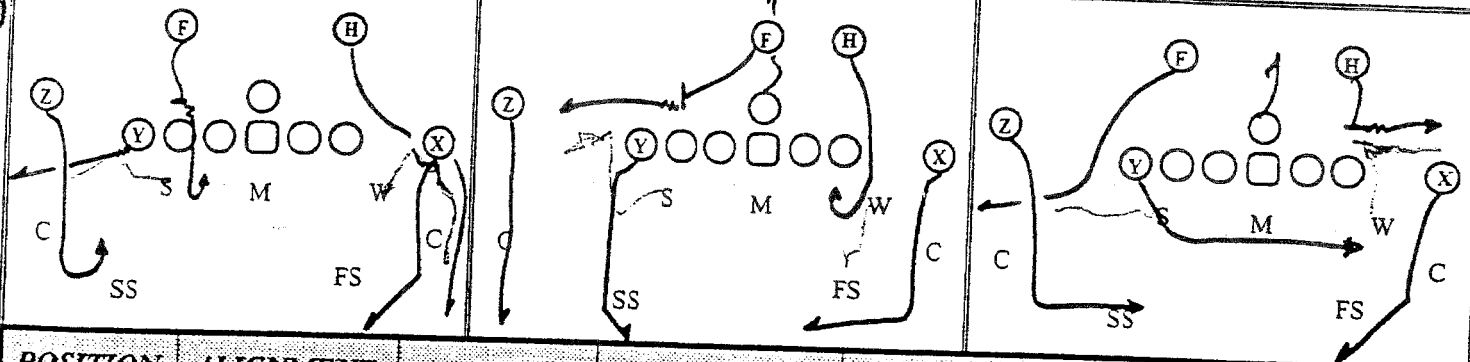
COVER 1(ONE) (LURK)



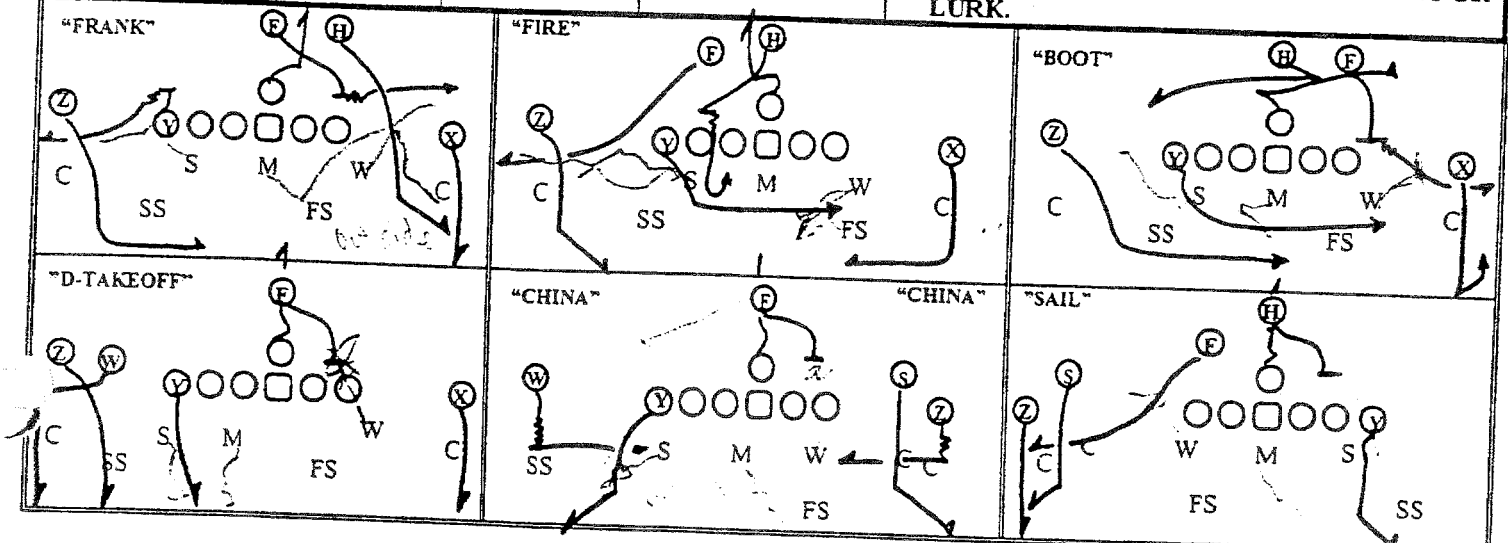
POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	INSIDE #1 7 YARDS DEEP SPLIT RULE COULD <u>PRESS</u> INK/ORK	BOX	M/M #1	<ol style="list-style-type: none"> 1. M/M INSIDE TECHNIQUE (FOLLOW SPLIT RULE.) 2. TOTAL CONCENTRATION ON RECEIVER 3. STAY IN BACK PEDDLE AS LONG AS POSSIBLE, KEEPING CUSHION. 4. YOU HAVE F/S HELP IN DEEP MIDDLE.
STRONG SAFETY	OUTSIDE "Y" 10 YARDS DEEP SHOW DOUBLE SWITCH	BOX	M/M Y	<ol style="list-style-type: none"> 1. M/M OUTSIDE "Y" 2. TOTAL CONCENTRATION ON RECEIVER. 3. WING OUTSIDE "Y" ADJUST AND COVER WING. (COULD CHANGE WITH GAME PLAN.) 4. "POST" ADJUSTMENT COVER MIDDLE 1/3.
FREE SAFETY	2 YARDS OUTSIDE WEAK TACKLE. SHOW DOUBLE SWITCH	BOX	DEEP MIDDLE 1/3	<ol style="list-style-type: none"> 1. READ QB AND BALL - KEY #2 TO HELP READ PATTERN. 2. GET DEPTH - DO NOT JUMP INTERMEDIATE PASS ROUTES. 3. ANY BACK ALIGNED OR MOTIONS TO WING, MAKE "POST ADJUSTMENT" AND COVER #2 WING OR BACK.
WEAK CORNER	INSIDE #1 7 YARDS DEEP SPLIT RULE COULD <u>PRESS</u> INK/ORK	BOX	M/M #1	<ol style="list-style-type: none"> 1. M/M INSIDE TECHNIQUE (FOLLOW SPLIT RULE.) 2. TOTAL CONCENTRATION ON RECEIVER 3. STAY IN BACK PEDDLE AS LONG AS POSSIBLE, KEEPING CUSHION. 4. YOU HAVE F/S HELP IN DEEP MIDDLE.



COVER 1 (ONE) (LURK)

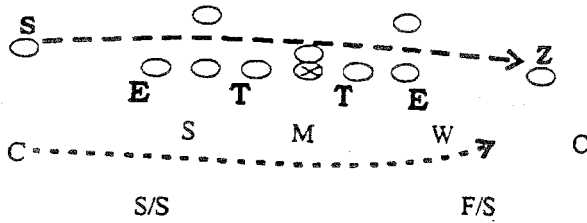


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
SAM	FRONT WILL DICTATE	BOX	M/M OUTSIDE ON #3 S/S OR #2 W/S. USE INSIDE HELP, LURK OR F/S POST.	<ol style="list-style-type: none"> 1. INTERCEPT ALL OUTSIDE CUTS. 2. BACK CROSSES, SQUEEZE THEN COME OFF LOOK FOR CROSSER FROM OTHER SIDE. OR BECOME THE LURKER. 3. "FIRE" COUPLE BACKS WITH MIKE, WIL BECOMES LURKER. 4. "FRANK" YOU BECOME THE LURKER. 5. "POST ADJUSTMENT" YOU HAVE "Y" OR #2, OUTSIDE. (CAN BANJO WITH MIKE)
MIKE	FRONT WILL DICTATE	BOX	"LURK" MIDDLE AREA 5 TO 12 YARDS DEEP. HELP SAM OR WIL ON INSIDE CUTS.	<ol style="list-style-type: none"> 1. LURK MIDDLE AREA. 2. KEY RELEASE OF BACKS. TAKE 1ST CROSSER, NO CROSSER LURK MIDDLE AREA READING QB. 3. "FIRE" COUPLE BACKS WITH SAM. 4. "FRANK" COUPLE BACKS WITH WIL. 5. "POST ADJUSTMENT" COVER #3 S/S. (CAN BANJO WITH SAM). #3 RELEASES W/S, LOOK TO HELP SAM ON TE.
WIL	FRONT WILL DICTATE	BOX	M/M OUTSIDE ON #2 W/S OR #3 S/S. USE INSIDE HELP, LURK OR F/S POST.	<ol style="list-style-type: none"> 1. INTERCEPT ALL OUTSIDE CUTS. 2. BACK CROSSES, SQUEEZE THEN COME OFF LOOK FOR CROSSER FROM OTHER SIDE. OR BECOME THE LURKER. 3. "FIRE" YOU BECOME THE LURKER. 4. "FRANK" COUPLE BACKS WITH MIKE. 5. "POST ADJUSTMENT" YOU HAVE #3 W/S OR LURK.



**2 BACK MOTION / SHIFT
COVER: 1 LURK**

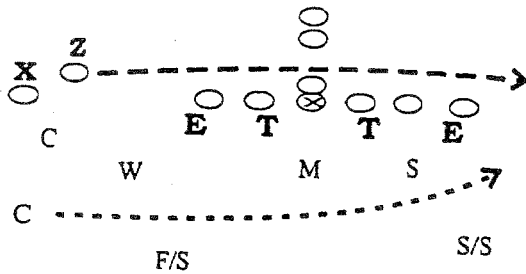
ORBIT



CORNER OVER WITH WR (MATCH)

SS: Y OUTSIDE
WIL: #2 WS / #3 SS
MIKE: LURK
SAM: #3 SS / #2 WS

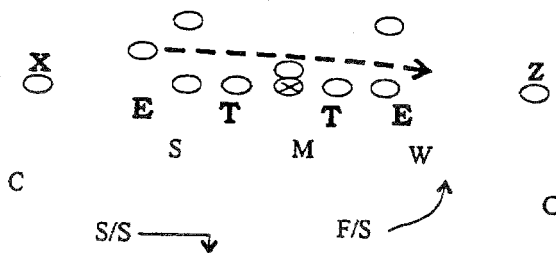
ROCKET



CORNER OVER WITH WR (MATCH)

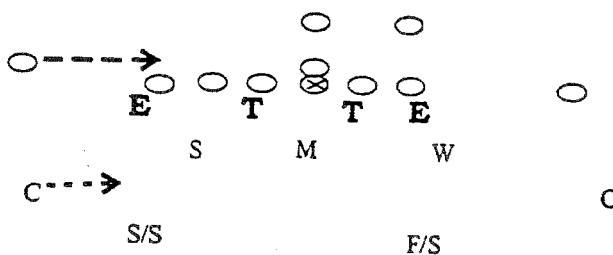
SAME AS ABOVE

TEM

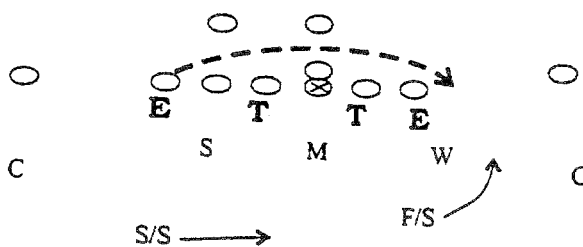


S/S - F/S - SLIDE COVERAGE

ZOOM (ZIN)



SHIFT

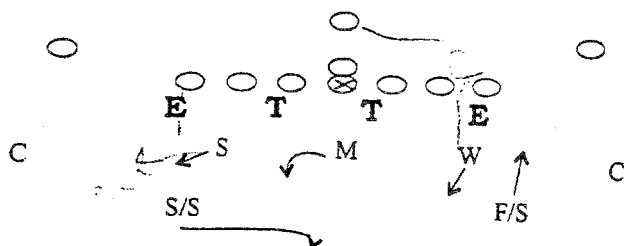


S/S - F/S - SLIDE COVERAGE

COULD HAVE S/S STICK TE

**ADJUSTMENTS TO 1 BACK BALANCED
COVER: 1 LURK**

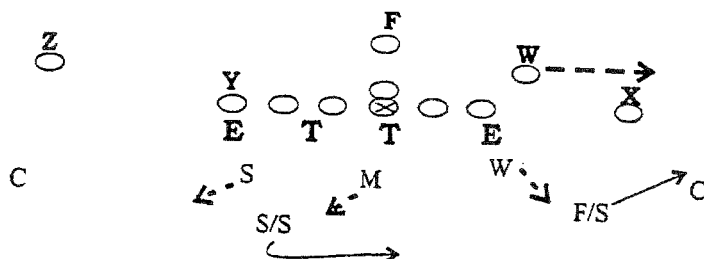
(H) WING



VS WING - "POST ADJUSTMENT"

FS: #2 W/S
SS: POST (Y SEAM)
SAM: COVER #2 (TE) OUTSIDE
MIKE: #3 S/S (BANJO WITH SAM)
WIL: #3 W/S; #3 SS LURK

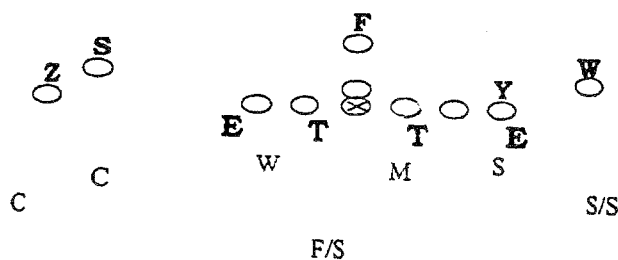
WING ZOOM OUT (WOT) WIDE



VS WING WIDE "POST ADJUSTMENT"

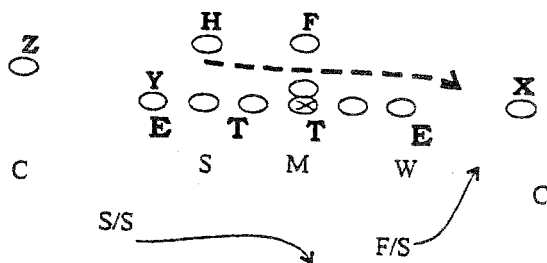
FS: COVER #2 W/S
SS: Y SEAM - TO POST
WIL: #3 W/S OR LURK
MIKE: #3/SS OR LURK (HELP ON TE)
SAM: COVER #2 (TE) OUTSIDE

ORANGE (OPPOSITE WING WIDE)



SS: REMOVED TO COVER #1 W/S
LB'S PLAY LIKE "POST"
SAM: COVER #2 (TE) OUTSIDE
MIKE: #3/WS OR LURK (HELP ON TE)
WIL: #3/SS OR LURK

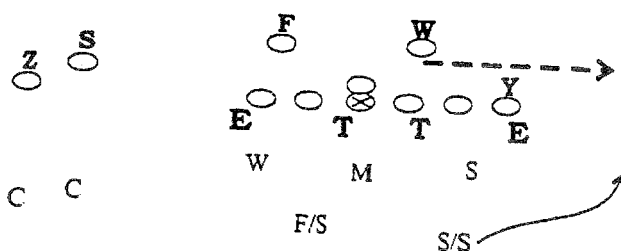
MOTION TO WING



WING MOTION "POST ADJUSTMENT"

FS: COVER #2 W/S
SS: Y SEAM TO POST
WIL: #3 W/S OR LURK
MIKE: #3/SS OR LURK (HELP ON TE)
SAM: COVER #2 (TE) OUTSIDE

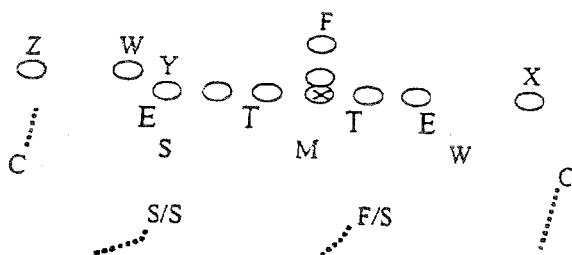
MOTION TO ORANGE



SS: REMOVED TO COVER #1 W/S
LB'S PLAY AS (POST)
SAM: COVER #2 (TE) OUTSIDE
MIKE: #3 W/S OR LURK (HELP ON TE)
WIL: #3 S/S OR LURK

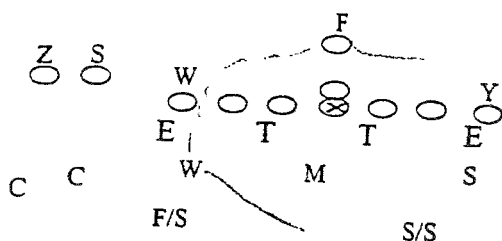
ADJUSTMENTS TO FLOOD COVER: 1 (LURK)

FLOOD



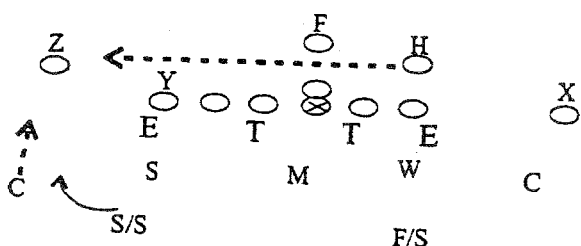
SS: COVER #2 (PAIR) COULD
SAM: COVER #3 (TE) BANJO
MIKE: "FIRE" BANJO WITH SAM OR LURK
WIL: COVER #2 W/S OR LURK

OPPOSITE FLOOD



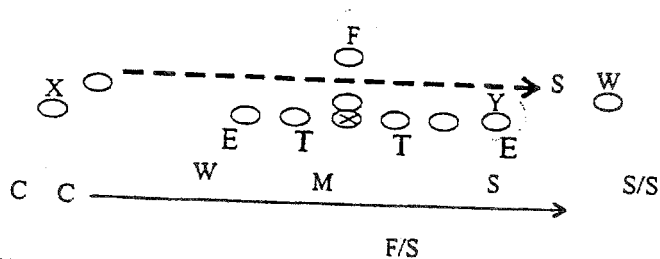
CORNERS OVER TO OPPOSITE
FS: POST WING #3 S/S
SS: Y SEAM POST
WIL: #4 FIRE OR LURK
MIKE: #2 W/S OR LURK
SAM: COVER #1 W/S OUTSIDE

FLY TO FLOOD



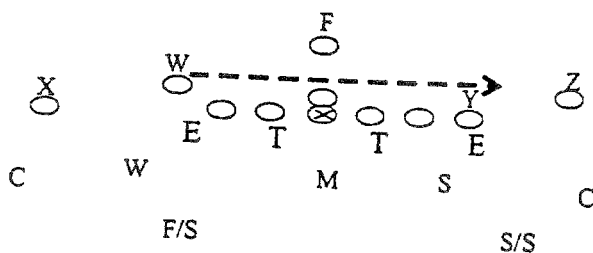
SS: COVER #2 (FLY)
SAM: COVER #3 (TE)
MIKE: "FIRE" BANJO WITH SAM OR LURK
WIL: COVER #2 W/S OR LURK

ROCKET TO FLOOD WIDE



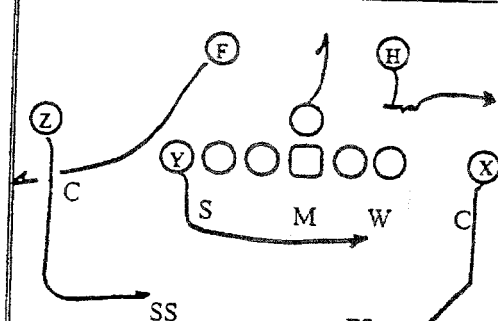
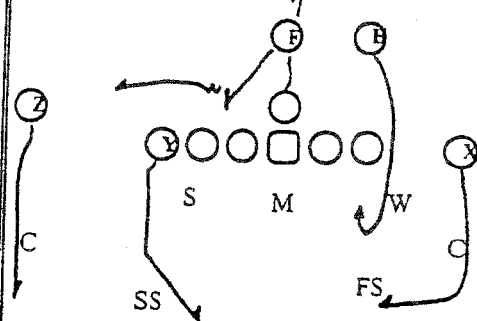
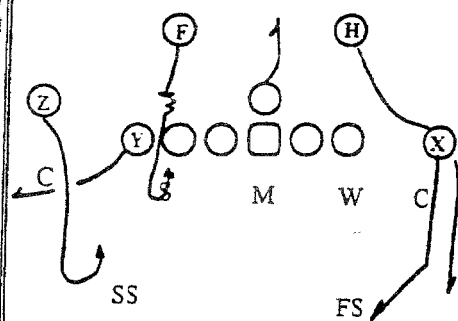
CORNER OVER (MATCH)
SS: REMOVED TO COVER #1 S/S
LB's PLAY LIKE POST
SAM: "FIRE" BANJO WITH SAM OR LURK
MIKE: "FIRE" BANJO WITH SAM OR LURK
WIL: COVER #2 W/S OR LURK

WING FLY TO FLOOD

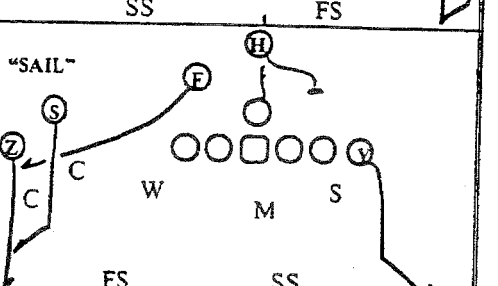
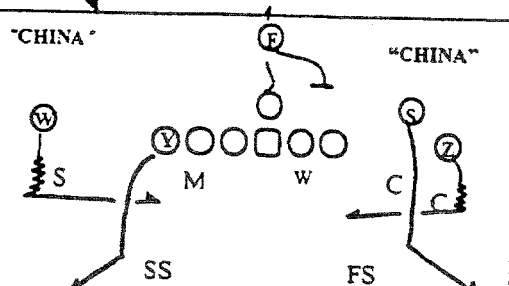
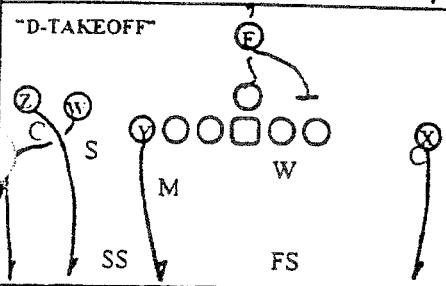
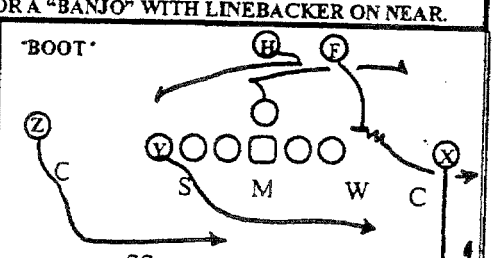
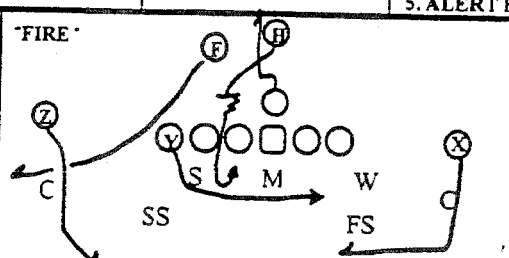
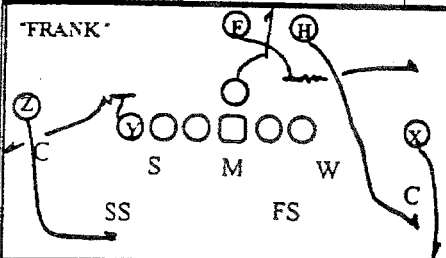


SS: COVER #2 (FLY)
SAM: #3 OUTSIDE (TE)
MIKE: "FIRE" BANJO WITH SAM OR LURK
WIL: #2 W/S OR LURK

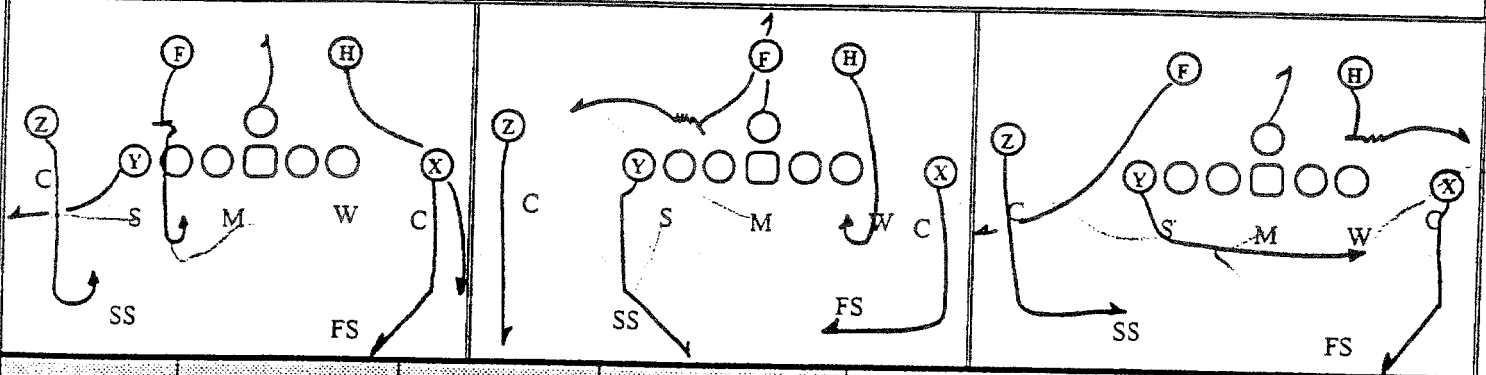
COVER 88



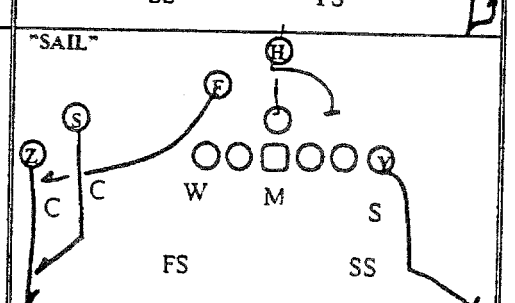
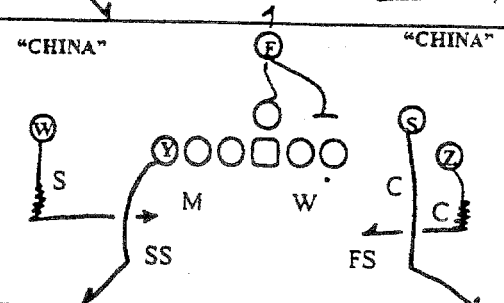
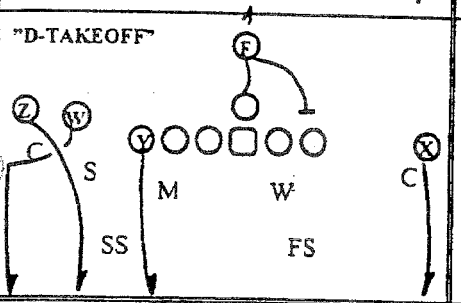
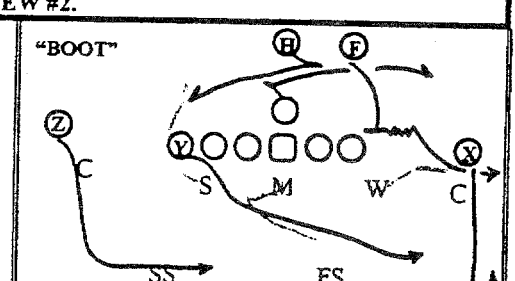
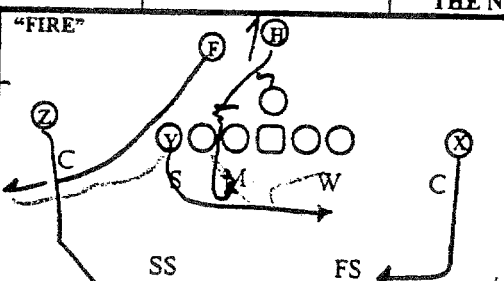
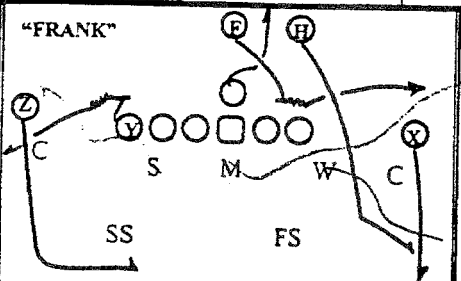
POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	PRESS ALIGNMENT ON #1 (INK)	LATE SKY	INK TRAIL TECHNIQUE	<ol style="list-style-type: none"> 1. TRAIL M/M ON #1 2. RE-ROUTE AND GET INTO TRAIL POSITION. 3. KEEP TOTAL CONCENTRATION ON INSIDE HIP OF RECEIVER. 4. MAINTAIN INSIDE POSITION ON HIP THROUGHOUT ROUTE. 5. KNOW YOU HAVE DEEP HELP. MAINTAIN YOUR OUTSIDE FOOT ON RECEIVER'S INSIDE FOOT. YOU WILL HAVE A 1 YARD REVERSE CUSHION. 5. ALERT FOR A "BANJO" WITH LINEBACKER ON NEAR.
STRONG SAFETY	3 YARDS INSIDE NUMBERS 12 YARDS DEEP	LATE SKY	DEEP HALF FIELD	<ol style="list-style-type: none"> 1. PLAY LIKE COVER 2. KNOW CORNERS AND LINEBACKERS ARE TRYING TO TAKE AWAY INSIDE CUTS. 2. SHOW DOUBLE SWITCH
FREE SAFETY	3 YARDS INSIDE NUMBERS 12 YARDS DEEP	LATE SKY	DEEP HALF FIELD	<ol style="list-style-type: none"> 1. PLAY LIKE COVER 2. KNOW CORNERS AND LINEBACKERS ARE TRYING TO TAKE AWAY INSIDE CUTS. 2. SHOW DOUBLE SWITCH
WEAK CORNER	PRESS ALIGNMENT ON #1 (INK)	LATE SKY	INK TRAIL TECHNIQUE	<ol style="list-style-type: none"> 1. TRAIL M/M ON #1 2. RE-ROUTE AND GET INTO TRAIL POSITION. 3. KEEP TOTAL CONCENTRATION ON INSIDE HIP OF RECEIVER. 4. MAINTAIN INSIDE POSITION ON HIP THROUGHOUT ROUTE. 5. KNOW YOU HAVE DEEP HELP. MAINTAIN YOUR OUTSIDE FOOT ON RECEIVER'S INSIDE FOOT. YOU WILL HAVE A 1 YARD REVERSE CUSHION. 5. ALERT FOR A "BANJO" WITH LINEBACKER ON NEAR.



COVER 88



POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
SAM	FRONT WILL DICTATE	LATE SKY	1. COVER #2 STRONG INSIDE TECH. 2. WITH OFF SET BACK ALERT FOR BANJO WITH MIKE	1. JAM AND TRAIL INSIDE OUT ON #2 2. WITH OFF SET BACK ALERT TO BANJO WITH MIKE. 3. "FIRE" PASS TE TO WIL, COUPLE THE BACKS WITH MIKE. 4. #2 BLOCKS, ENGAGE HIM. 5. "FRANK" STICK #2 6. TE OR BACK MOVEMENT, PASS OVER TO OTHER LBS. MOVEMENT TO YOU COVER NEW #2.
MIKE	FRONT WILL DICTATE	LATE SKY	1. COVER #3 INSIDE TECH. 2. WITH #3 OFF SET, ALERT TO BANJO WITH SAM	1. JAM AND TRAIL INSIDE OUT ON #3. 2. WITH OFFSET BACK ALERT TO BANJO WITH SAM. 3. "FIRE" PASS TE TO WIL, COUPLE THE BACKS WITH SAM. 4. IF #3 BLOCKS ENGAGE HIM. 5. "FRANK" COUPLE BACKS WITH WIL. 6. MOVEMENT OF BACKS OR TE, PASS TO OTHER LB.
WIL	FRONT WILL DICTATE	LATE SKY	1. COVER #2 WEAK INSIDE TECH. 2. ALERT FOR BANJO WITH MIKE VS WING	1. JAM AND TRAIL INSIDE OUT ON #2 W/S. 2. WITH OFF SET BACK TO WING SET, ALERT TO BANJO WITH MIKE. 3. "FIRE" ALERT FOR TE CROSSING OR COVER CHECK DOWN. 4. IF #2 BLOCKS ENGAGE HIM 5. "FRANK" COUPLE WITH MIKE. 6. MOVEMENT OF TE OR BACKS, COVER THE NEW #2.



3WR-COV1

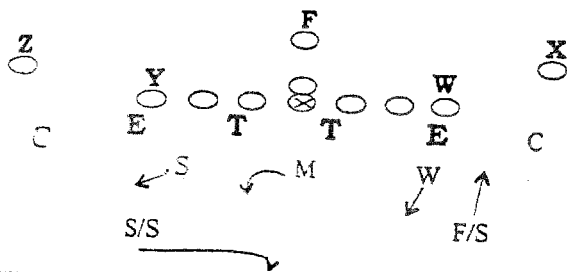
2 BACK MOTION / SHIFT
COVER: 88

4 WR-D.54

<p>ORBIT</p>	<p>PLAY 88</p> <p>SAM/MIKE ALERT BANJO</p>
<p>ROCKET</p>	<p>PLAY 88</p>
<p>TEM</p>	<p>PLAY 88</p> <p>WIL COVER TEM. BE READY TO EXPAND.</p>
<p>ZOOM (ZIN)</p>	<p>PLAY 88</p> <p>ZEBRA 8 I & O ON <u>ZIN</u>.</p>
<p>SHIFT</p>	<p>PLAY 88</p> <p>WIL COVER #2</p>

ADJUSTMENTS TO 1 BACK BALANCED COVER: 88

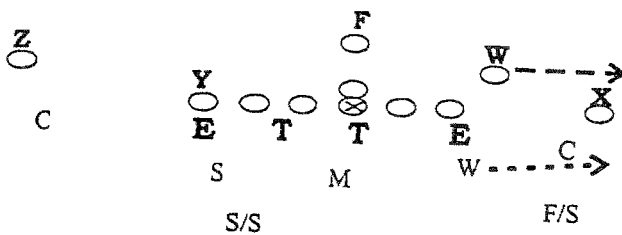
(H) WING



PLAY 88

BACKERS 2 WAY BANJO COULD "STICK"

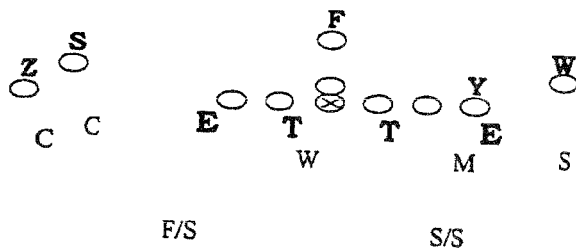
WING ZOOM OUT (WOT) WIDE



PLAY 88

WIL: STAY ON WING
SAM & MIKE "STICK"

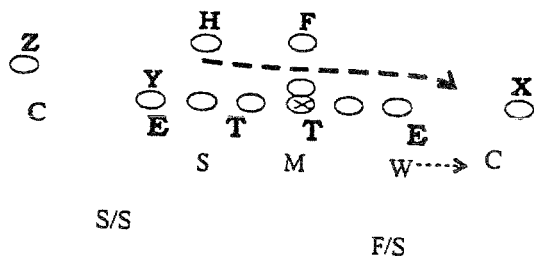
ORANGE (OPPOSITE WING WIDE)



PLAY 88

SAM ON #1 WS
ALERT TO CHECK OUT OF 88
COVER 1 LURK

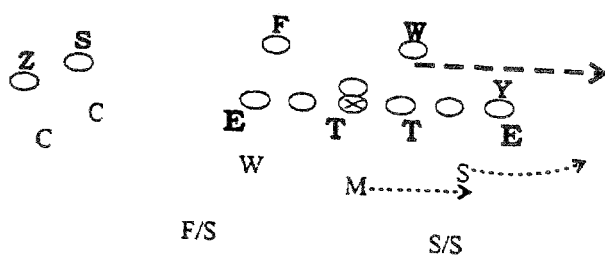
MOTION TO WING



PLAY 88

WIL STAY ON WING

MOTION TO ORANGE

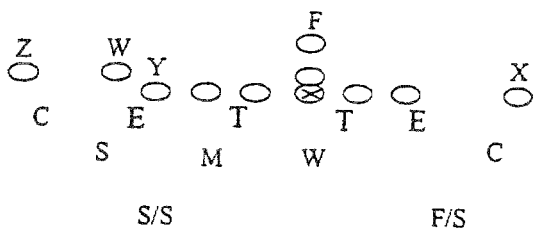


PLAY 88

SAM ON WING

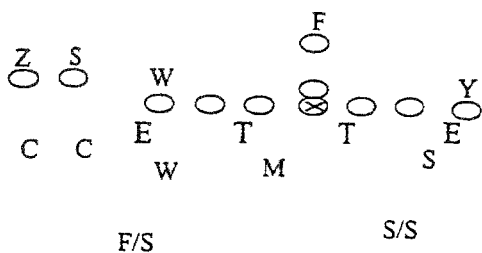
ADJUSTMENTS TO FLOOD COVER: 88

FLOOD



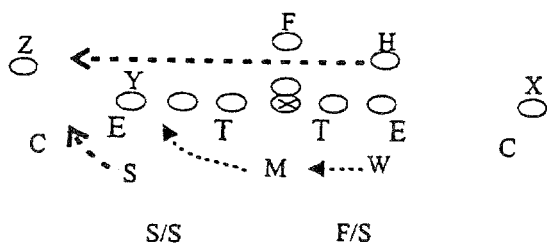
PLAY 88
SAM & MIKE ALERT TO BANJO #2/#3.

OPPOSITE FLOOD



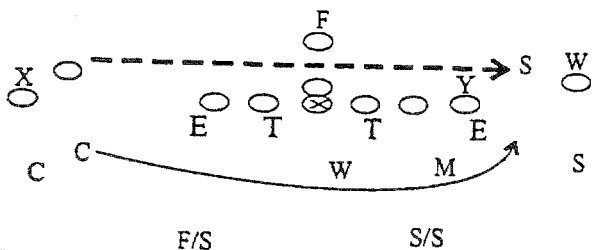
PLAY 88
BACKER 2 WAY BANJO COULD "STICK"

FLY TO FLOOD



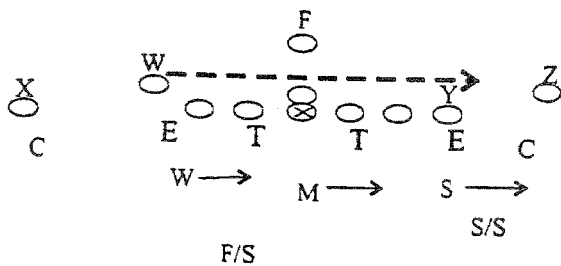
PLAY 88
SAM COVER OVER #2. MIKE WIL BOS.

ROCKET TO FLOOD WIDE



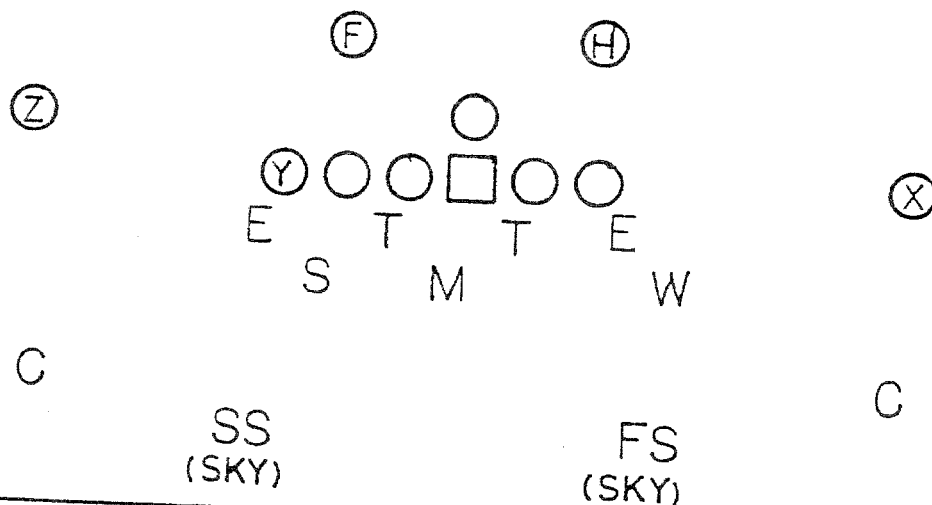
PLAY 88
SAM OUT ON #1 BOS.
BE ALERT TO CHECK OUT OF 88
COVER 1 LURK

WING FLY TO FLOOD



PLAY 88
SAM COVER NEW #2 BOS.

DOUBLE SWITCH PASS ZONES



FLAT	CURL	HOOK	CIRCLE	CURL	FLAT
SHORT AREA 5 TO 15 YARDS DEEP INSIDE #1 UNTIL #2 OR WHO BECOMES #2 BECOMES A THREAT TO THE FLAT. IF #2 OR #3 RUNS A DIAGONAL, COVER FLAT IMMEDIATELY. IF #2 OR #3 RUNS A "TAKE OFF" COVER HIM.		SHORT AREA TO THE TITE END SIDE PLAYING THE PATTERN ON #2 AND #3 INSIDE 5 TO 15 YARDS DEEP		SHORT AREA 5 TO 15 YARDS DEEP INSIDE #1 UNTIL #2 OR WHO BECOMES #2 BECOMES A THREAT TO THE FLAT. IF #2 OR #3 RUNS A DIAGONAL, COVER FLAT IMMEDIATELY. IF #2 OR #3 RUNS A "TAKE OFF" COVER HIM.	

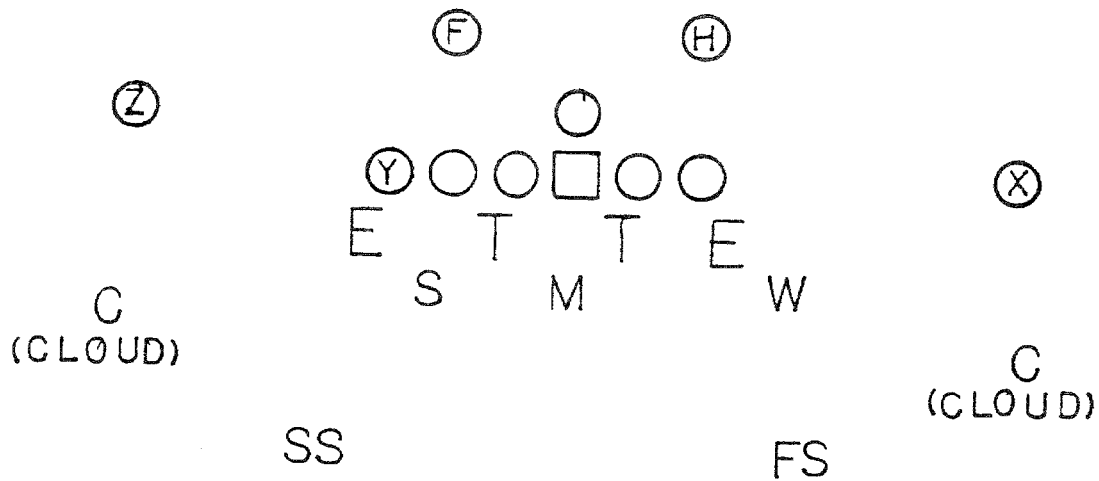
OUTSIDE
1/4

INSIDE
1/4

INSIDE
1/4

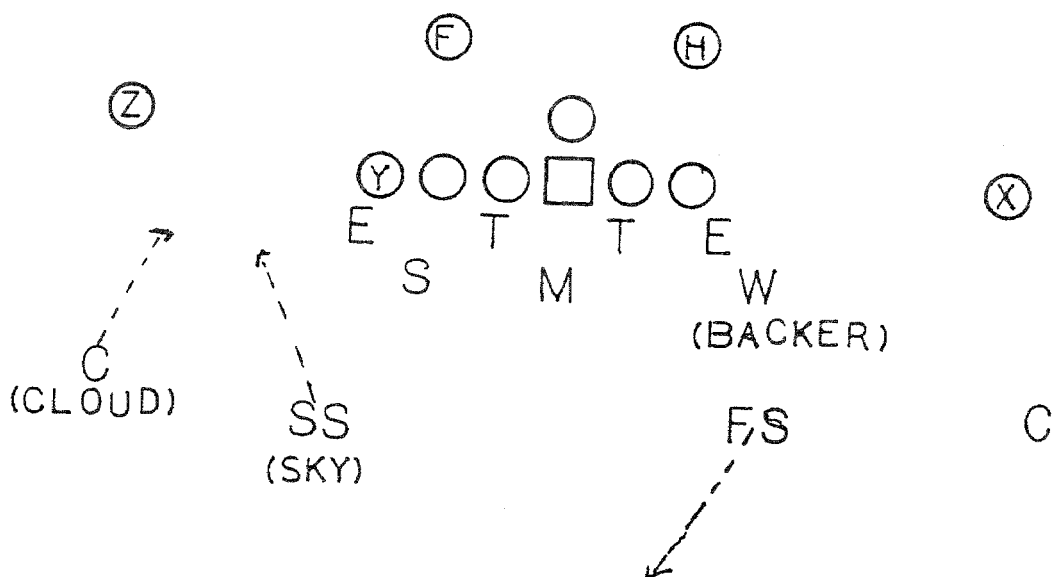
OUTSIDE
1/4

COVER 2 PASS ZONES



FLAT	CURL	HOOK	CIRCLE	CURL	FLAT
SHORT AREA OUTSIDE #1 5 TO 15 YARDS DEEP CUSHION BOW OUT ----- <u>SECOND</u> <u>THRU ZONE</u> <u>"TAKE OFF"</u> WHEN SECOND RECEIVER GOES DEEP THRU "FLAT"	SHORT AREA INSIDE (A WIDE) #1 - 5 TO 15 YARD DEEP ----- <u>SEAM/POST</u> VERTICAL RELEASE OF #2 OR #3, CARRY RECEIVER THRU SEAM TO POST	SHORT ARE (TO THE TITE END SIDE) INSIDE #2 - 5 TO 15 YARDS DEEP ----- <u>SEAM/POST</u> VERTICAL RELEASE OF #2 OR #3, CARRY RECEIVER THRU SEAM TO POST	SHORT AREA (TO THE OPEN SIDE) INSIDE #2 - 5 TO 15 YARDS DEEP ----- <u>SEAM/POST</u> VERTICAL RELEASE OF #2, CARRY RECEIVER THRU SEAM TO POST	SHORT AREA INSIDE (A WIDE) #1 - 5 TO 15 YARDS DEEP ----- <u>SEAM/POST</u> VERTICAL RELEASE OF #2, CARRY RECEIVER THRU SEAM TO POST	SHORT AREA OUTSIDE #1 - 5 TO 15 YARDS DEEP CUSHION BOW OUT ----- <u>SECOND</u> <u>THRU ZONE</u> <u>"TAKE OFF"</u> WHEN SECOND RECEIVER GOES DEEP THRU "FLAT"
BOW OUT HOLE		MIDDLE HOOK AREA ZONE MIDDLE HOOK AREA IF NO THREAT FROM #2 OR #3 IN HOOK/ SEAM/POST WITH FRANK - BE ALERT FOR CHECK DOWNS OR Y DELAY		BOW OUT HOLE	
DEEP HALF AREA			DEEP HALF AREA		

COVER THREE (3) PASS ZONES



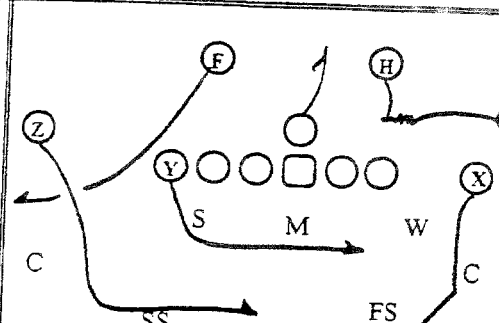
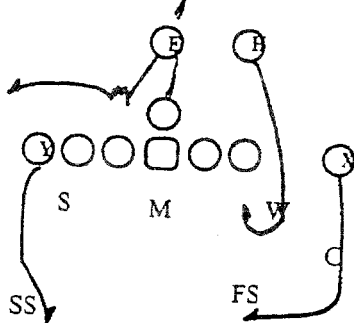
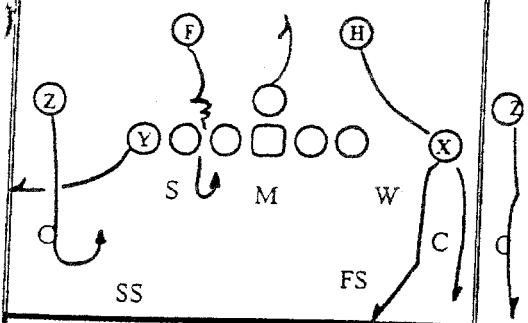
FLAT	CURL	HOOK	CIRCLE	CURL	FLAT
SHORT AREA OUTSIDE #1 5 TO 15 YARDS DEEP	SHORT AREA INSIDE (A WIDE) #1 - 5 TO 15 YARDS DEEP	SHORT ARE (TO THE CLOSED SIDE) INSIDE #2 - 5 TO 15 YARDS DEEP	SHORT AREA (TO THE OPEN SIDE) INSIDE #2 - 5 TO 15 YARDS DEEP	SHORT AREA INSIDE (A WIDE) #1 - 5 TO 15 YARDS DEEP	SHORT AREA OUTSIDE #1 5 TO 15 YARDS DEEP
----- <u>SECOND</u> <u>THRU ZONE</u> <u>"TAKE OFF"</u> WHEN SECOND RECEIVER GOES DEEP THRU "FLAT"	----- <u>SEAM</u> VERTICAL RELEASE OF #2 OR #3 BETWEEN THE DEEP 1/3 ZONES	----- <u>SEAM</u> VERTICAL RELEASE OF #2 OR #3 BETWEEN THE DEEP 1/3 ZONES	----- <u>SEAM</u> VERTICAL RELEASE OF #2 BETWEEN THE DEEP 1/3 ZONES	----- <u>SEAM</u> VERTICAL RELEASE OF #2 BETWEEN THE DEEP 1/3 ZONES	----- <u>SECOND</u> <u>THRU ZONE</u> <u>"TAKE OFF"</u> WHEN SECOND RECEIVER GOES DEEP THRU "FLAT"

DEEP 1/3
ZONE

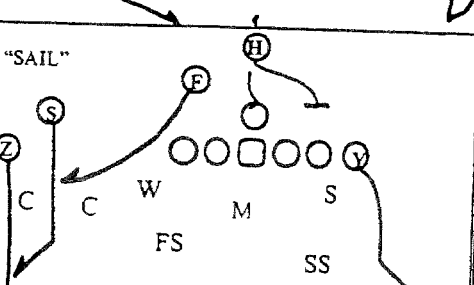
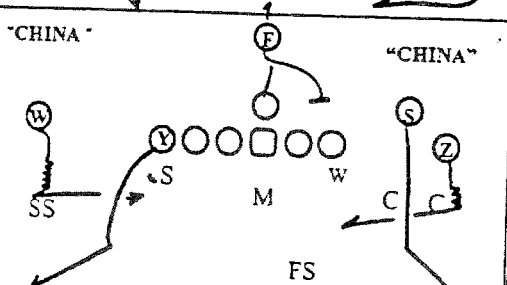
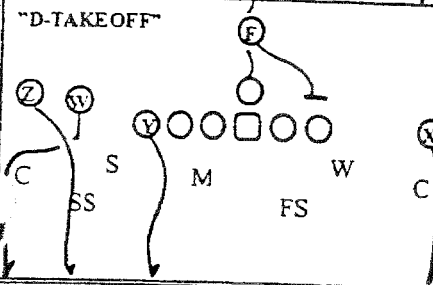
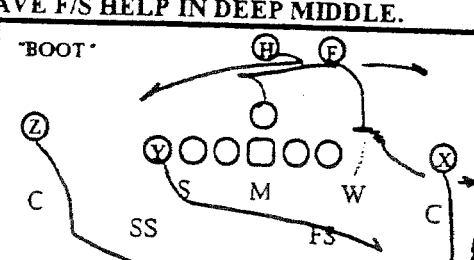
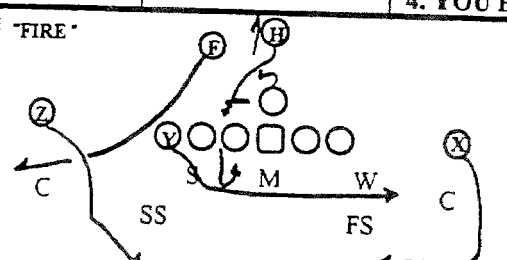
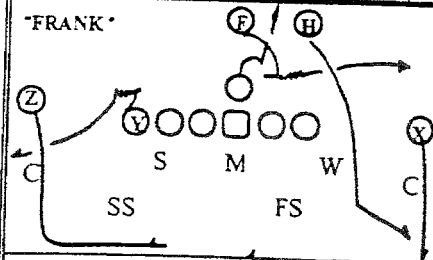
DEEP 1/3
ZONE

DEEP 1/3
ZONE

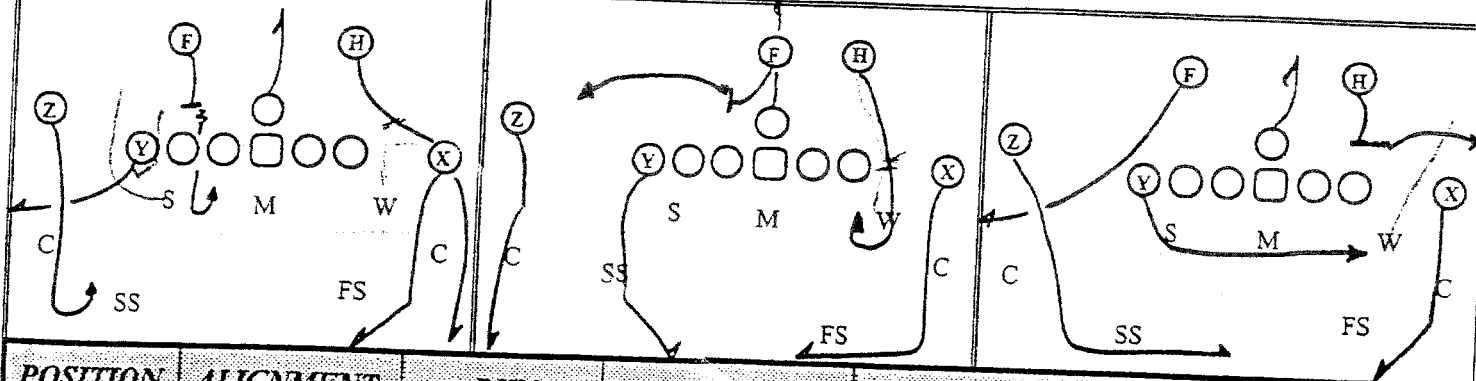
COVER 1 SAM BLITZ



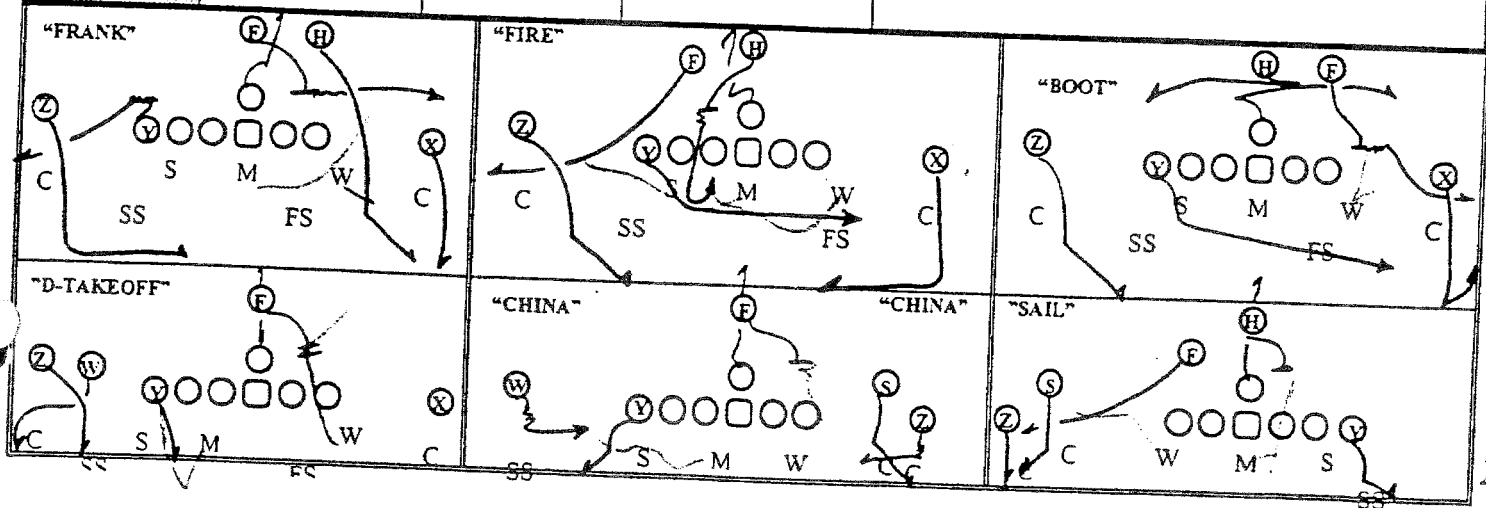
POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	INSIDE #1 7 YARDS DEEP SPLIT RULE COULD <u>PRESS</u> INK/ORK	BOX	M/M #1	1. M/M INSIDE TECHNIQUE (FOLLOW SPLIT RULE. 2. TOTAL CONCENTRATION ON RECEIVER 3. STAY IN BACK PEDDLE AS LONG AS POSSIBLE, KEEPING CUSHION. 4. YOU HAVE F/S HELP IN DEEP MIDDLE.
STRONG SAFETY	OUTSIDE "Y" 10 YARDS DEEP SHOW DOUBLE SWITCH	BOX	M/M Y	1. M/M OUTSIDE "Y" 2. TOTAL CONCENTRATION ON RECEIVER. 3. WING OUTSIDE "Y" ADJUST AND COVER WING. (COULD CHANGE WITH GAME PLAN.) 4. "POST" ADJUSTMENT COVER MIDDLE 1/3.
FREE SAFETY	2 YARDS OUTSIDE WEAK TACKLE. SHOW DOUBLE SWITCH	BOX	DEEP MIDDLE 1/3	1. READ QB AND BALL - KEY #2 TO HELP READ PATTERN. 2. GET DEPTH - DO NOT JUMP INTERMEDIATE PASS ROUTES. 3. ANY BACK ALIGNED OR MOTIONS TO WING, MAKE "POST ADJUSTMENT" AND COVER #2 WING OR BACK.
WEAK CORNER	INSIDE #1 7 YARDS DEEP SPLIT RULE COULD <u>PRESS</u> INK/ORK	BOX	M/M #1	1. M/M INSIDE TECHNIQUE (FOLLOW SPLIT RULE. 2. TOTAL CONCENTRATION ON RECEIVER 3. STAY IN BACK PEDDLE AS LONG AS POSSIBLE, KEEPING CUSHION. 4. YOU HAVE F/S HELP IN DEEP MIDDLE.



COVER 1 SAM BLITZ

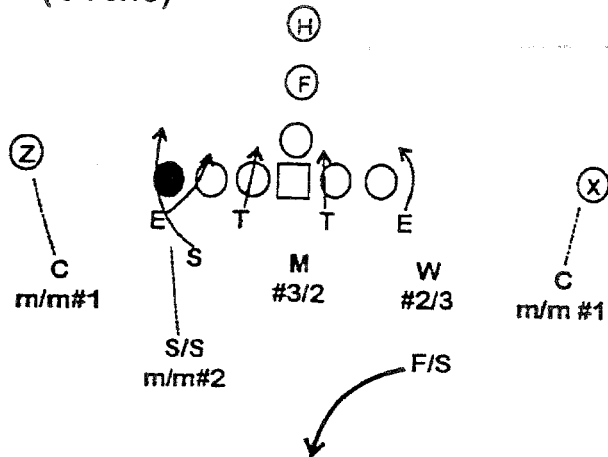


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
SAM	FRONT WILL DICTATE	BOX	<u>BLITZ GAP CALLED IN</u> <u>BLITZ.</u> i.e. SAM "C"	<ol style="list-style-type: none"> 1. SHOW BASE ALIGNMENT. BLITZ GAP CALLED IN BLITZ. 2. VS. FLOOD OR POST, EXCHANGE ASSIGNMENTS WITH MIKE. FOLLOW COVER 1 MIKE BLITZ COVERAGE RULE. 3. COVER #3 S/S OR #2 W/S. 4. "FIRE" COUPLE BACKS WITH WIL. 5. "FRANK" COUPLE BACKS WITH WIL. 6. "POST ADJUSTMENT" YOU HAVE "Y" OR #2, OUTSIDE. (CAN BANJO WITH WIL)
MIKE	FRONT WILL DICTATE	BOX	M/M OUTSIDE ON #3 S/S OR #2 W/S. YOU ONLY HAVE HELP IN DEEP MIDDLE 1/3	<ol style="list-style-type: none"> 1. COVER #3 S/S OR #2 W/S. 2. "FIRE" COUPLE BACKS WITH WIL. 3. "FRANK" COUPLE BACKS WITH WIL. 4. "POST ADJUSTMENT" YOU HAVE "Y" OR #2, OUTSIDE. (CAN BANJO WITH WIL) 5. VS FLOOD OR POST, EXCHANGE ASSIGNMENTS WITH SAM. MIKE BLITZ CALLED GAP.
WIL	FRONT WILL DICTATE	BOX	COVER #2 WS OR #3 S/S. YOU ONLY HAVE HELP IN DEEP MIDDLE 1/3.	<ol style="list-style-type: none"> 1. COVER #2 W/S OR #3 STRONG SIDE. 2. "FIRE" COUPLE BACKS WITH SAM. 3. "FRANK" COUPLE BACKS WITH SAM. 5. "POST ADJUSTMENT" COVER #3. CAN BANJO SAM. #3 RELEASES W/S, STICK HIM.

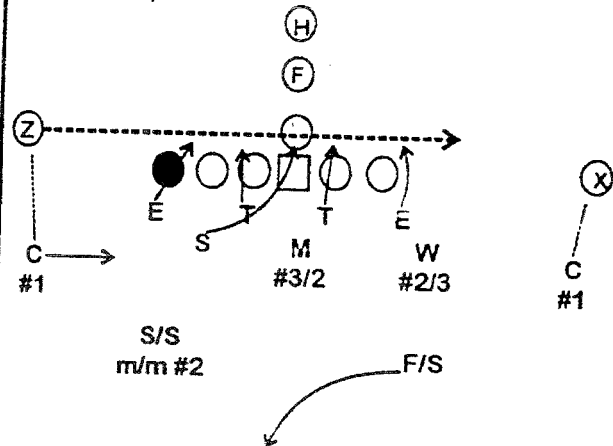


Cover One Blitzes Sam Stunts

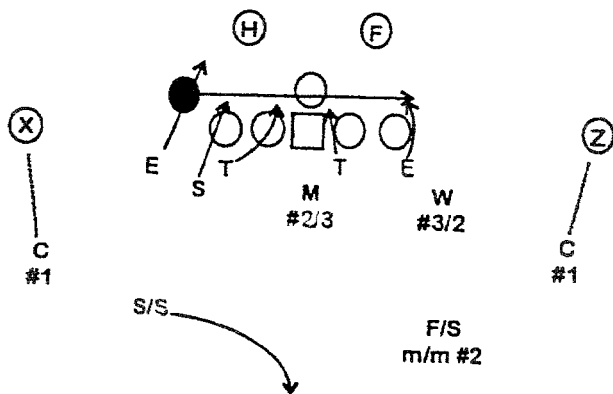
"Base" Cover 1 Blitz Sam/FB "D"
(Over/9)



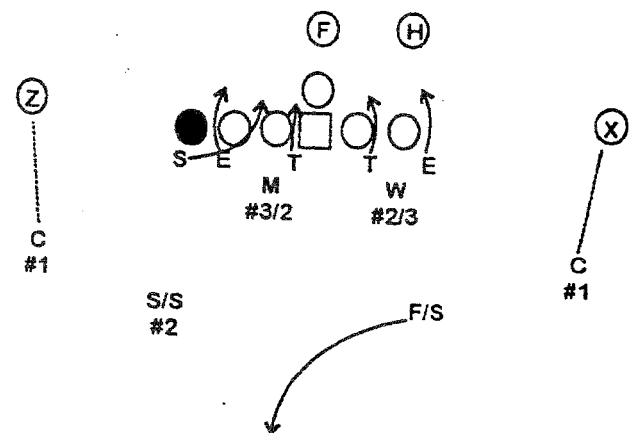
"Base" Cover 1 Blitz Sam/Split "A"
(Over/9)



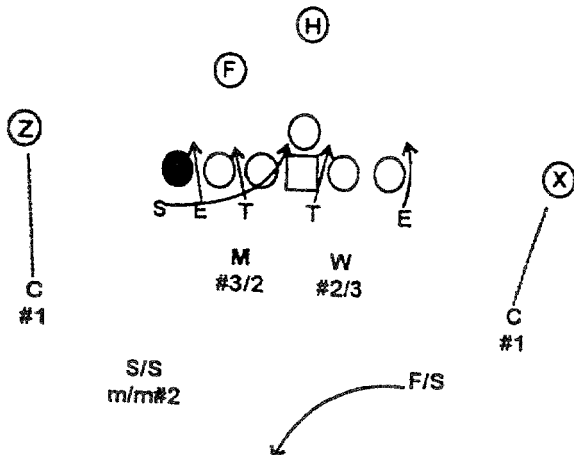
"Wide" Cover 1 Blitz Sam Fire C
v. TEM



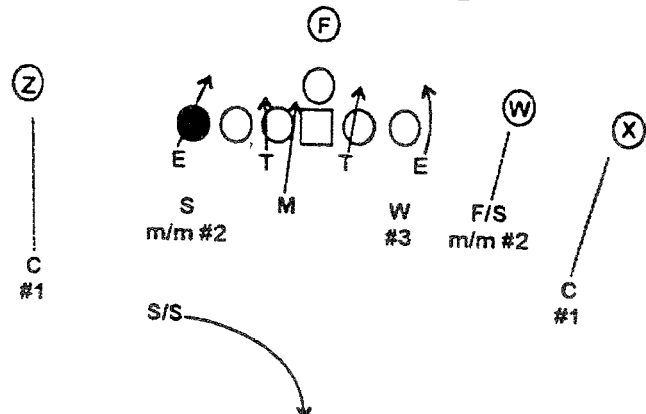
"Solid" Cover 1 Blitz Sam Fire 'B'



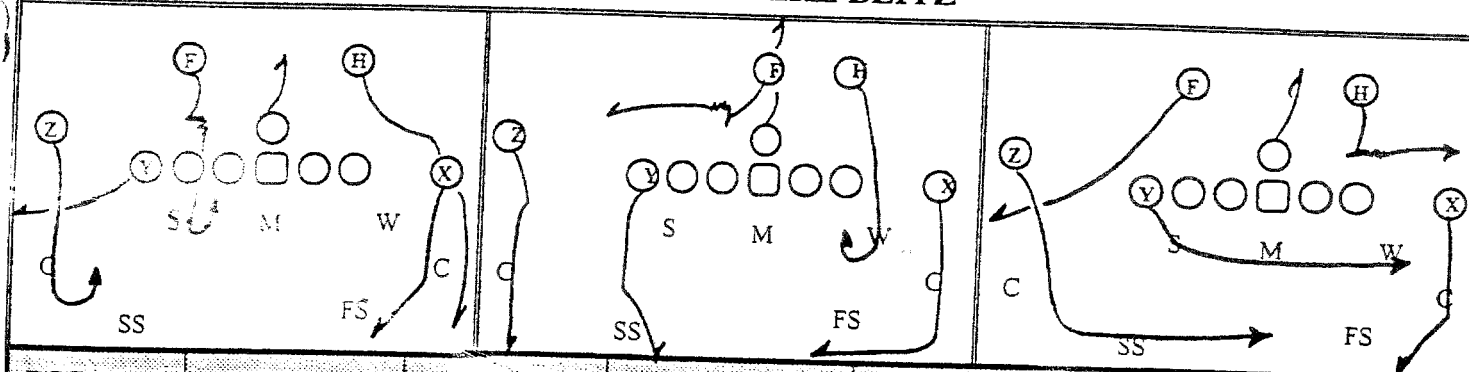
"Over" Cover 1 Blitz Sam Fire 'A'



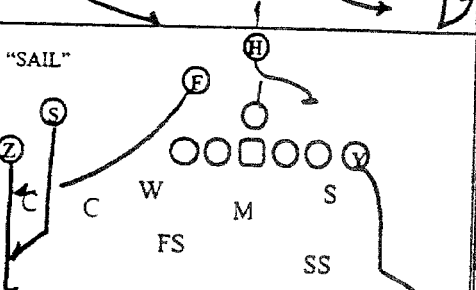
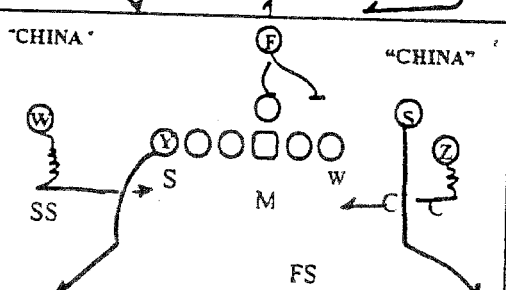
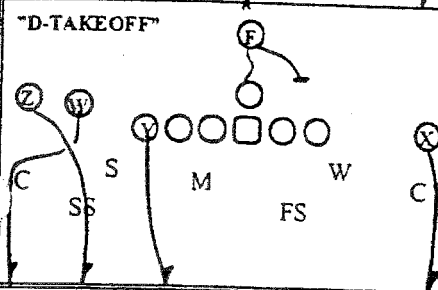
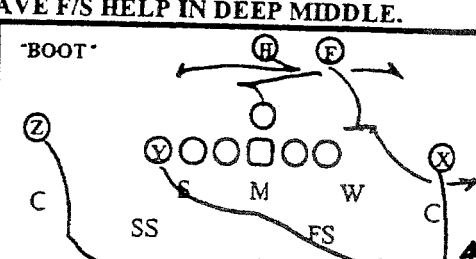
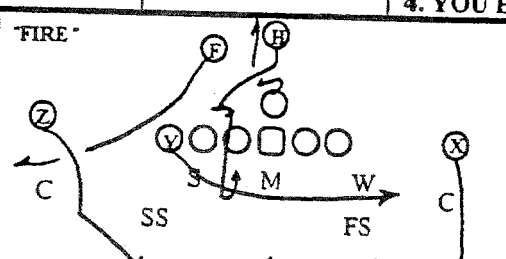
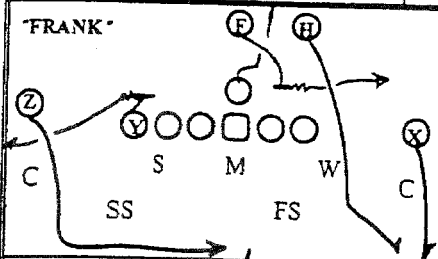
"Base" Cover 1 Blitz Sam/Split 'A'
Post Adjustment



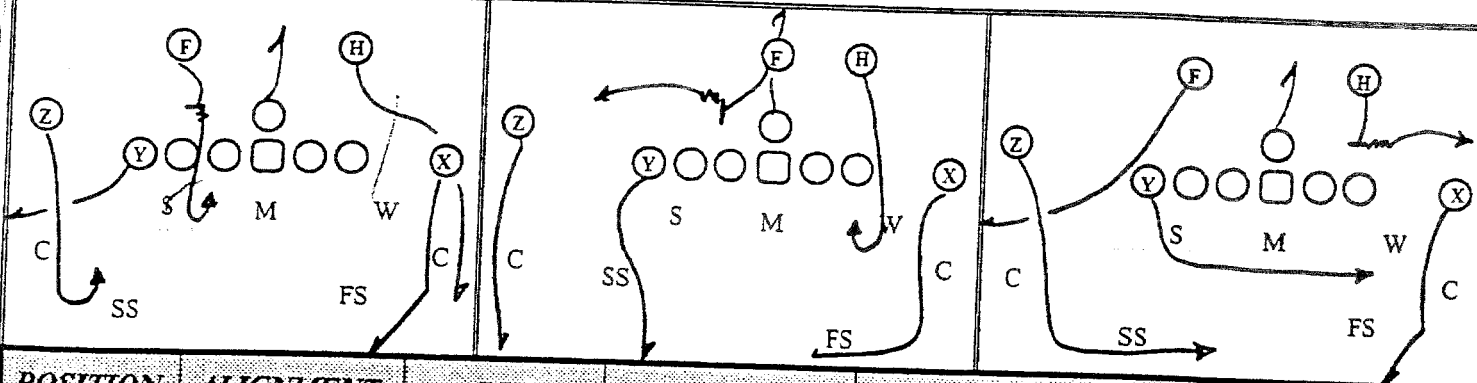
COVER 1 MIKE BLITZ



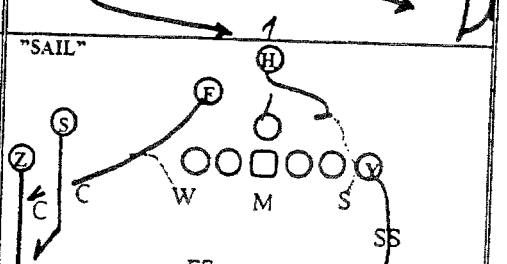
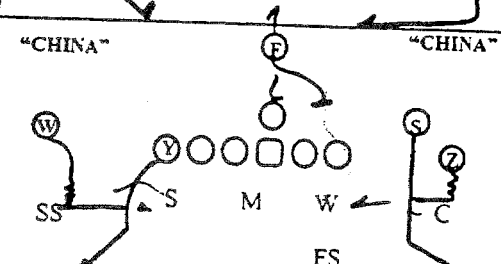
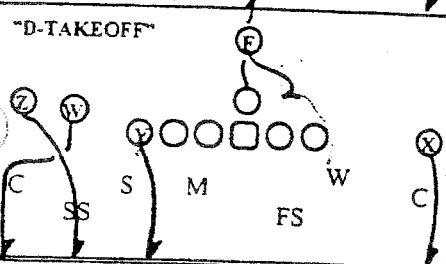
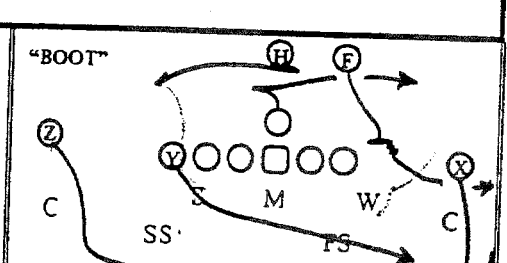
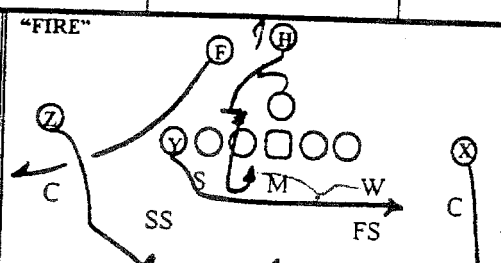
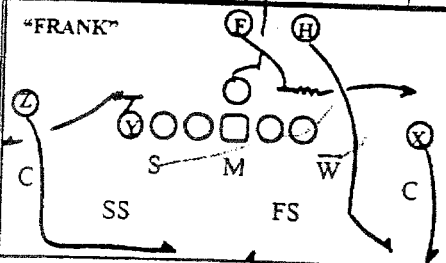
POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	INSIDE #1 7 YARDS DEEP SPLIT RULE COULD <u>PRESS</u> INK/ORK	BOX	M/M #1	<ol style="list-style-type: none"> 1. M/M INSIDE TECHNIQUE (FOLLOW SPLIT RULE.) 2. TOTAL CONCENTRATION ON RECEIVER. 3. STAY IN BACK PEDDLE AS LONG AS POSSIBLE, KEEPING CUSHION. 4. YOU HAVE F/S HELP IN DEEP MIDDLE.
STRONG SAFETY	OUTSIDE "Y" 10 YARDS DEEP SHOW DOUBLE SWITCH	BOX	M/M Y	<ol style="list-style-type: none"> 1. M/M OUTSIDE "Y" 2. TOTAL CONCENTRATION ON RECEIVER. 3. WING OUTSIDE "Y" ADJUST AND COVER WING. (COULD CHANGE WITH GAME PLAN.) 4. "POST" ADJUSTMENT COVER MIDDLE 1/3.
FREE SAFETY	2 YARDS OUTSIDE WEAK TACKLE. SHOW DOUBLE SWITCH	BOX	DEEP MIDDLE 1/3	<ol style="list-style-type: none"> 1. READ QB AND BALL - KEY #2 TO HELP READ PATTERN. 2. GET DEPTH - DO NOT JUMP INTERMEDIATE PASS ROUTES. 3. ANY BACK ALIGNED OR MOTIONS TO WING, MAKE "POST ADJUSTMENT" AND COVER #2 WING OR BACK.
WEAK CORNER	INSIDE #1 7 YARDS DEEP SPLIT RULE COULD <u>PRESS</u> INK/ORK	BOX	M/M #1	<ol style="list-style-type: none"> 1. M/M INSIDE TECHNIQUE (FOLLOW SPLIT RULE.) 2. TOTAL CONCENTRATION ON RECEIVER 3. STAY IN BACK PEDDLE AS LONG AS POSSIBLE, KEEPING CUSHION. 4. YOU HAVE F/S HELP IN DEEP MIDDLE.



COVER 1 MIKE BLITZ

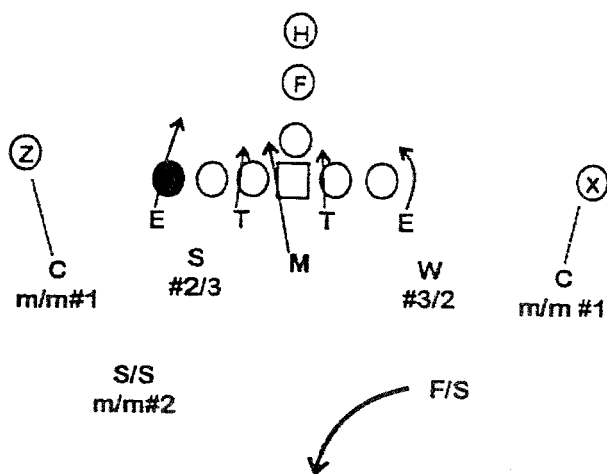


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
SAM	FRONT WILL DICTATE	BOX	M/M OUTSIDE ON #3 S/S OR #2 W/S. YOU ONLY HAVE HELP IN DEEP MIDDLE 1/3	<ol style="list-style-type: none"> 1. COVER #3 S/S OR #2 W/S. 2. "FIRE" COUPLE BACKS WITH WIL. 3. "FRANK" COUPLE BACKS WITH WIL. 4. "POST ADJUSTMENT" YOU HAVE "Y" OR #2, OUTSIDE. (CAN BANJO WITH WIL)
MIKE	FRONT WILL DICTATE	BOX	<u>BLITZ GAP CALLED IN BLITZ.</u> i.e. MIKE "A"	<ol style="list-style-type: none"> 1. SHOW BASE ALIGNMENT. BLITZ GAP CALLED IN BLITZ
WIL	FRONT WILL DICTATE	BOX	COVER #2 WS OR #3 S/S. YOU ONLY HAVE HELP IN DEEP MIDDLE 1/3.	<ol style="list-style-type: none"> 1. COVER #2 W/S OR #3 STRONG SIDE. 2. "FIRE" COUPLE BACKS WITH SAM. 3. "FRANK" COUPLE BACKS WITH SAM. 5. "POST ADJUSTMENT" COVER #3. CAN BANJO SAM. #3 RELEASES W/S, STICK HIM.

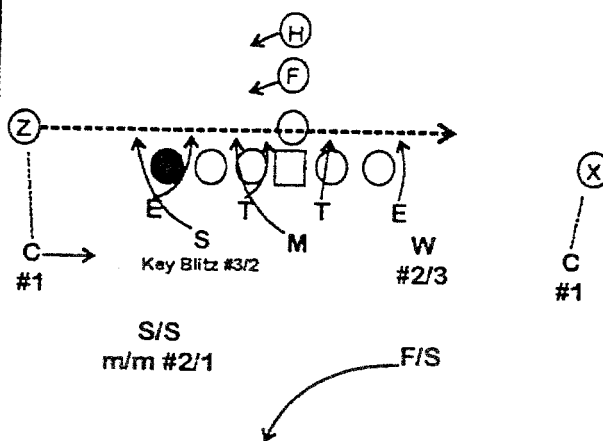


Cover One Blitzes Mike Stunts

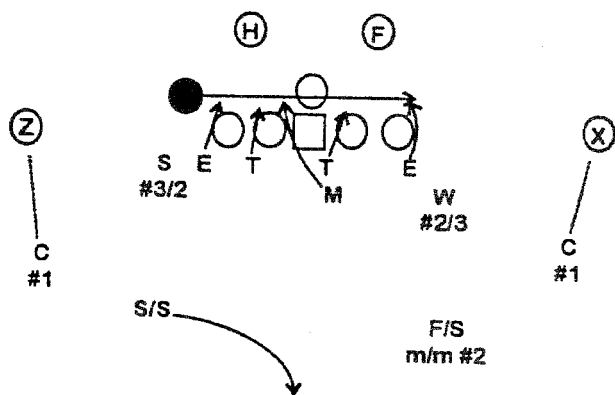
"Base" Cover 1 Blitz Mike Shoot



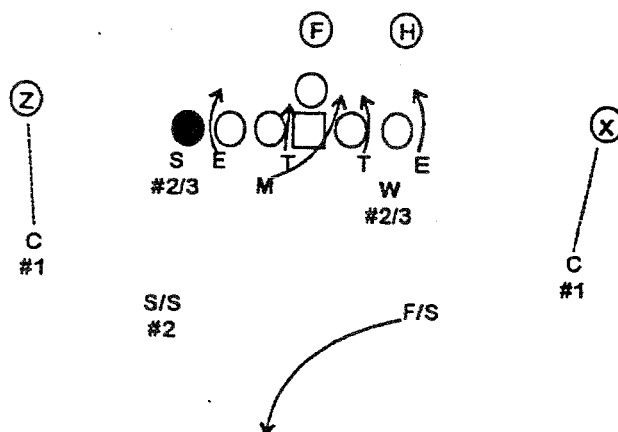
"Base" Cover 1 Blitz Mike Scrape 'Key'



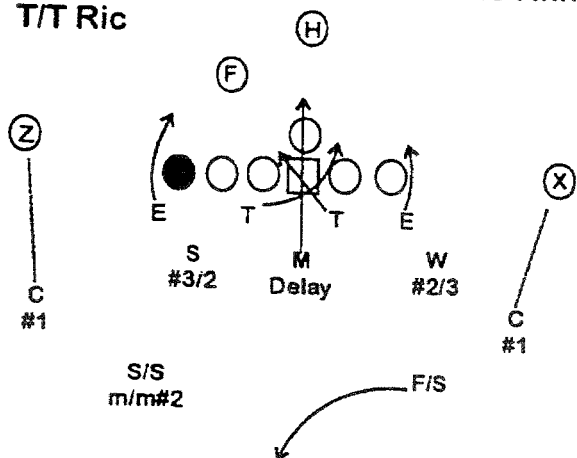
"Over" Cover 1 Blitz Mike Shoot v. TEM



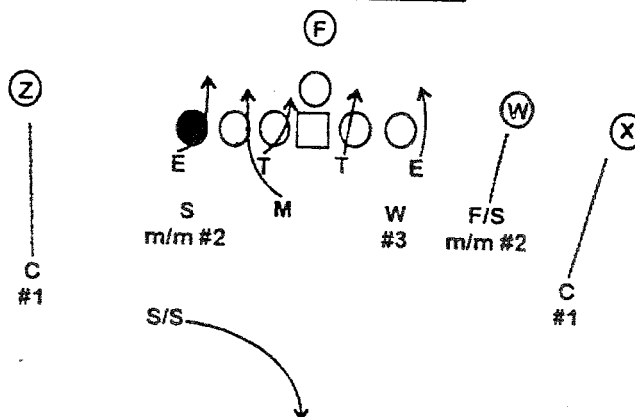
"Solid" Cover 1 Blitz Mike Shoot



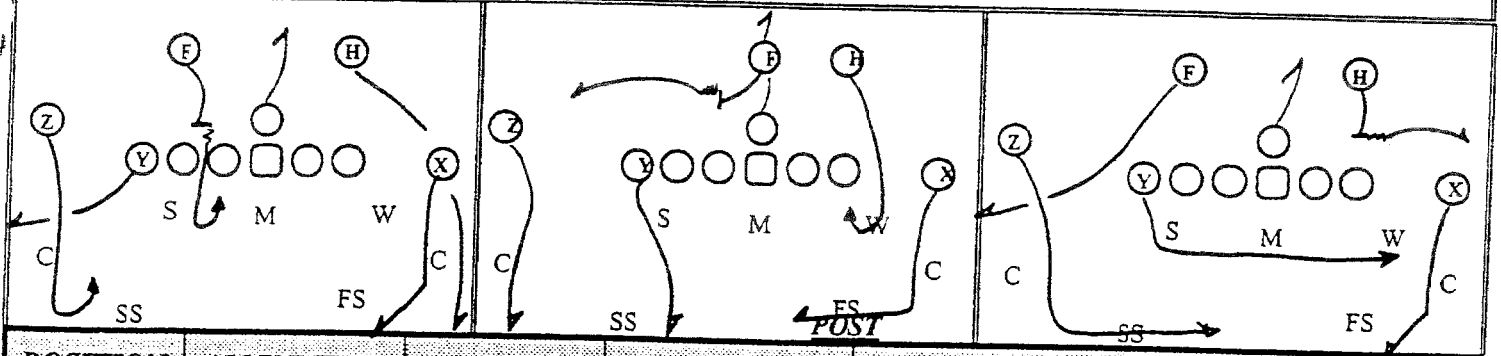
"Base" Cover 1 Blitz 'T/T' Mike Knife T/T Ric



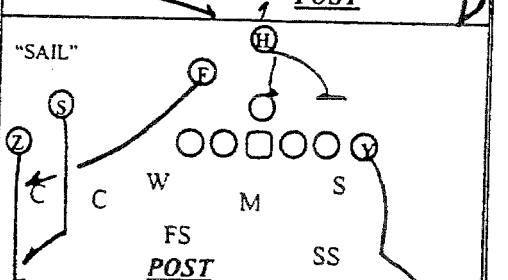
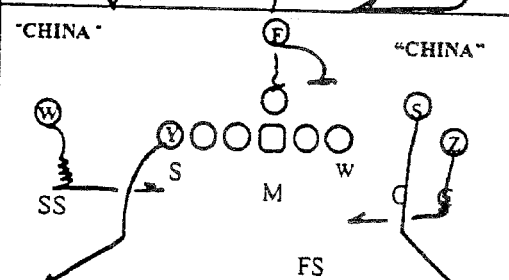
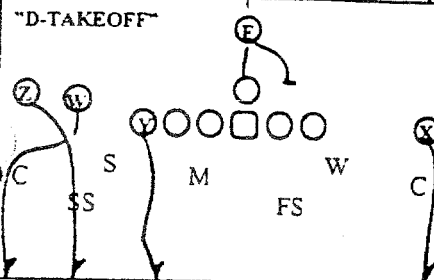
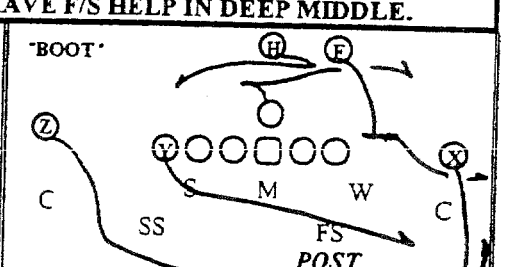
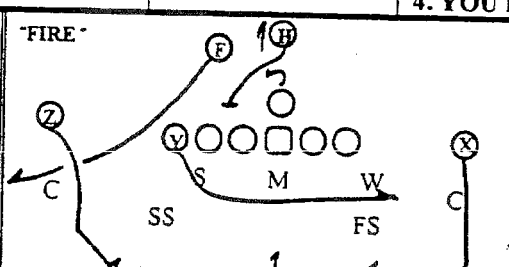
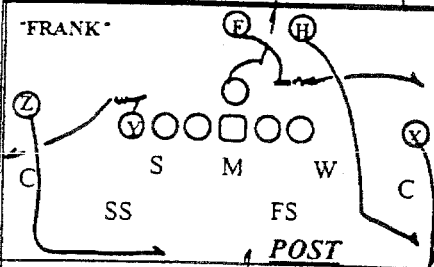
"Base" Cover 1 Blitz Mike Scrape Key Post Adjustment



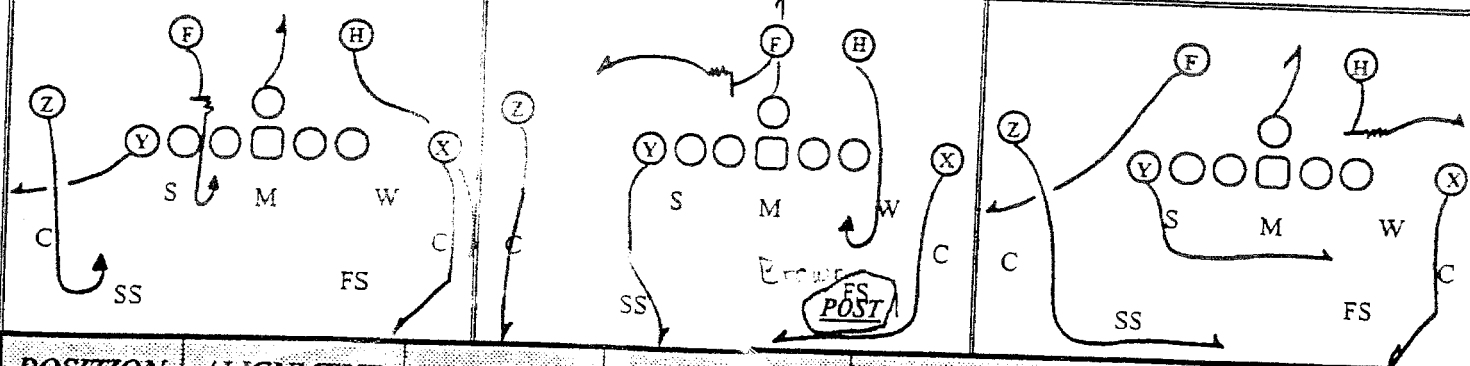
COVER 1 WIL BLITZ



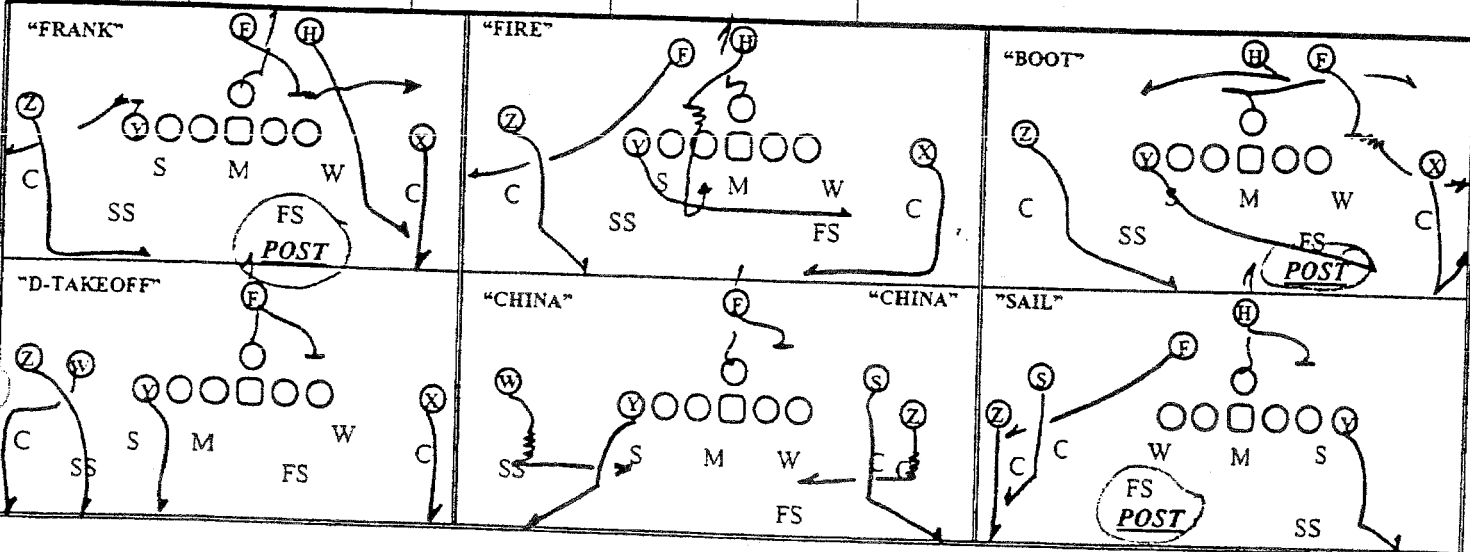
POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	INSIDE #1 7 YARDS DEEP SPLIT RULE COULD <u>PRESS</u> INK/ORK	BOX	M/M #1	<ol style="list-style-type: none"> 1. M/M INSIDE TECHNIQUE (FOLLOW SPLIT RULE.) 2. TOTAL CONCENTRATION ON RECEIVER 3. STAY IN BACK PEDDLE AS LONG AS POSSIBLE, KEEPING CUSHION. 4. YOU HAVE F/S HELP IN DEEP MIDDLE.
STRONG SAFETY	OUTSIDE "Y" 10 YARDS DEEP SHOW DOUBLE SWITCH	BOX	M/M Y	<ol style="list-style-type: none"> 1. M/M OUTSIDE "Y" 2. TOTAL CONCENTRATION ON RECEIVER. 3. WING OUTSIDE "Y" ADJUST AND COVER WING. (COULD CHANGE WITH GAME PLAN.) 4. "POST" ADJUSTMENT COVER MIDDLE 1/3.
FREE SAFETY	2 YARDS OUTSIDE WEAK TACKLE. SHOW DOUBLE SWITCH	BOX	DEEP MIDDLE 1/3	<ol style="list-style-type: none"> 1. READ QB AND BALL - KEY #2 TO HELP READ PATTERN. 2. GET DEPTH - DO NOT JUMP INTERMEDIATE PASS ROUTES. 3. BROWN, BROWN I OR ANY BACK ALIGNED OR MOTIONS TO WING, MAKE "POST ADJUSTMENT" AND COVER #2 WING OR BACK. "FIRE" Y CROSS OR CHECK DOWN.
WEAK CORNER	INSIDE #1 7 YARDS DEEP SPLIT RULE COULD <u>PRESS</u> INK/ORK	BOX	M/M #1	<ol style="list-style-type: none"> 1. M/M INSIDE TECHNIQUE (FOLLOW SPLIT RULE.) 2. TOTAL CONCENTRATION ON RECEIVER 3. STAY IN BACK PEDDLE AS LONG AS POSSIBLE, KEEPING CUSHION. 4. YOU HAVE F/S HELP IN DEEP MIDDLE.



COVER 1 WIL BLITZ

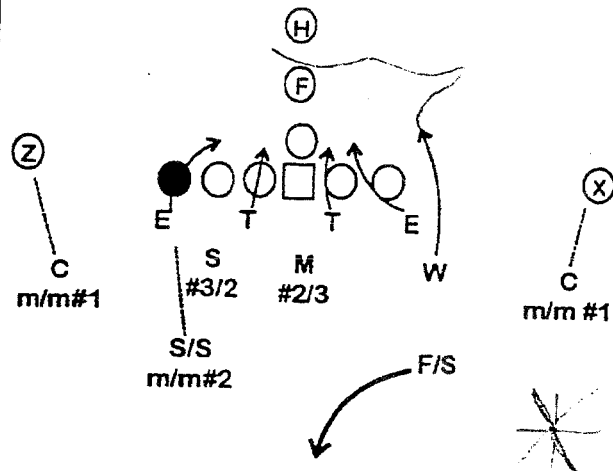


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
SAM	FRONT WILL DICTATE	BOX	M/M OUTSIDE ON #3 S/S OR #2 W/S. YOU ONLY HAVE HELP IN DEEP MIDDLE 1/3	<ol style="list-style-type: none"> 1. COVER #3 S/S OR #2 W/S. 2. "FIRE" COUPLE BACKS WITH MIKE. 3. "FRANK" COUPLE BACKS WITH MIKE. 4. "POST ADJUSTMENT" YOU HAVE "Y" OR #2, OUTSIDE. (CAN BANJO WITH MIKE)
MIKE	FRONT WILL DICTATE	BOX	COVER #1 WS OR #3 S/S. YOU ONLY HAVE HELP IN DEEP MIDDLE 1/3.	<ol style="list-style-type: none"> 1. COVER #2 W/S OR #3 STRONG SIDE. 2. "FIRE" COUPLE BACKS WITH SAM. 3. "FRANK" COUPLE BACKS WITH SAM. 5. "POST ADJUSTMENT" COVER #3. CAN BANJO SAM. #3 RELEASES W/S, STICK HIM.
WIL	FRONT WILL DICTATE	BOX	<u>BLITZ GAP CALLED IN BLITZ.</u> i.e. WIL "C"	1. SHOW BASE ALIGNMENT. BLITZ GAP CALLED IN BLITZ

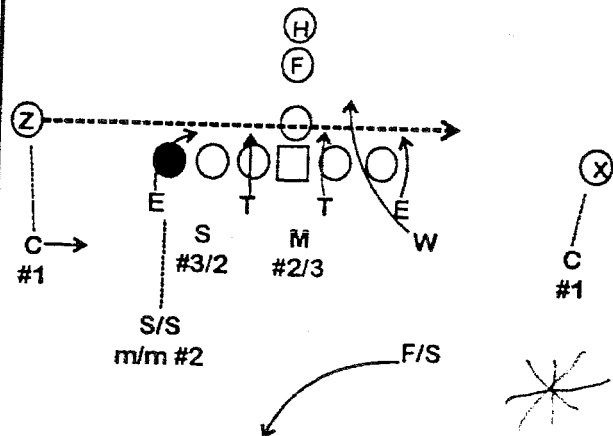


Cover One Blitzes Wil Stunts

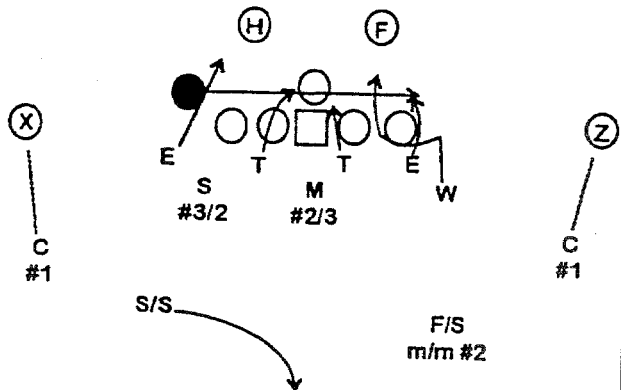
"Base" Cover 1 Blitz Wil Gap/Crash



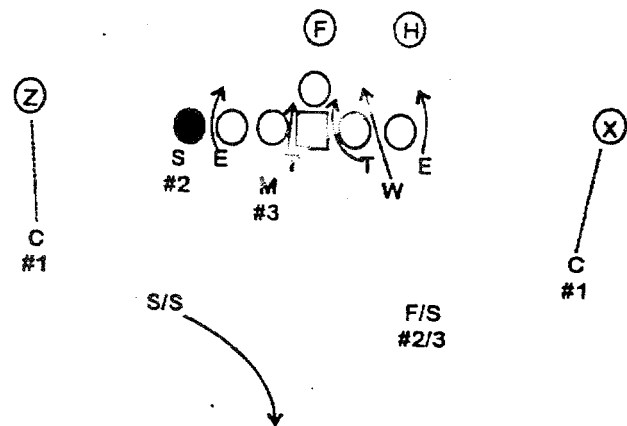
"Base" Cover 1 Blitz Wil Dive



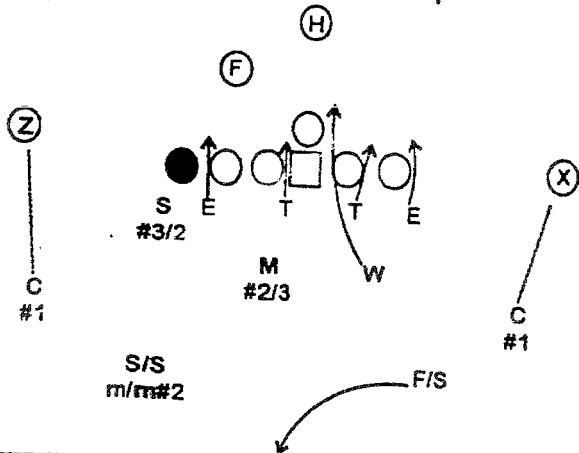
"Base" Cover 1 Blitz Wil Under
v. TEM



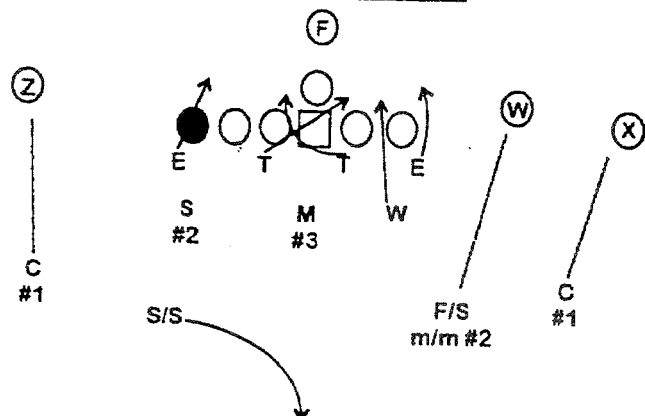
"Solid" Cover 1 Blitz Wil Dive
Post Adjustment



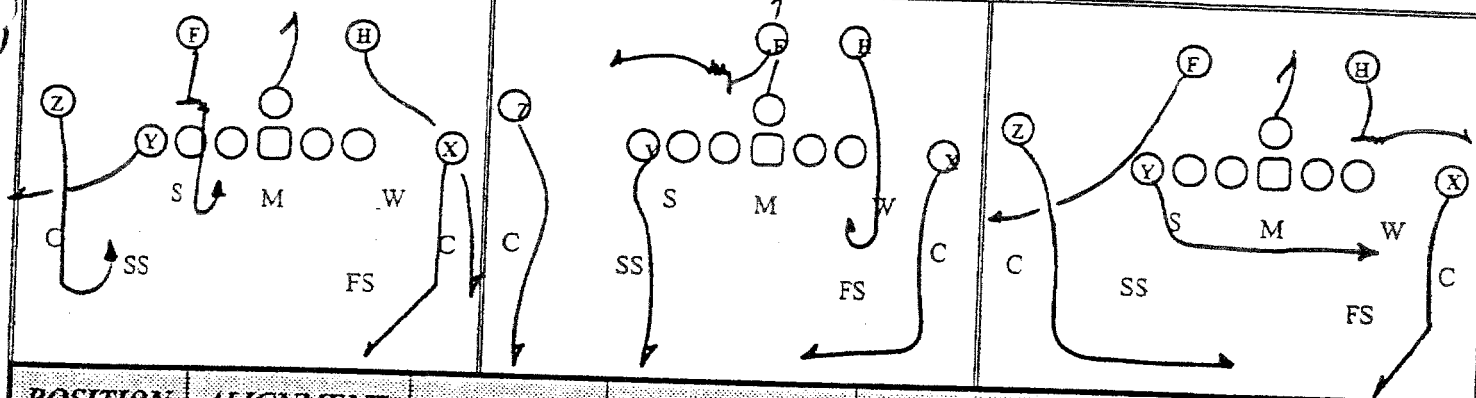
Solid Cover 1 Blitz Wil/Split 'A'



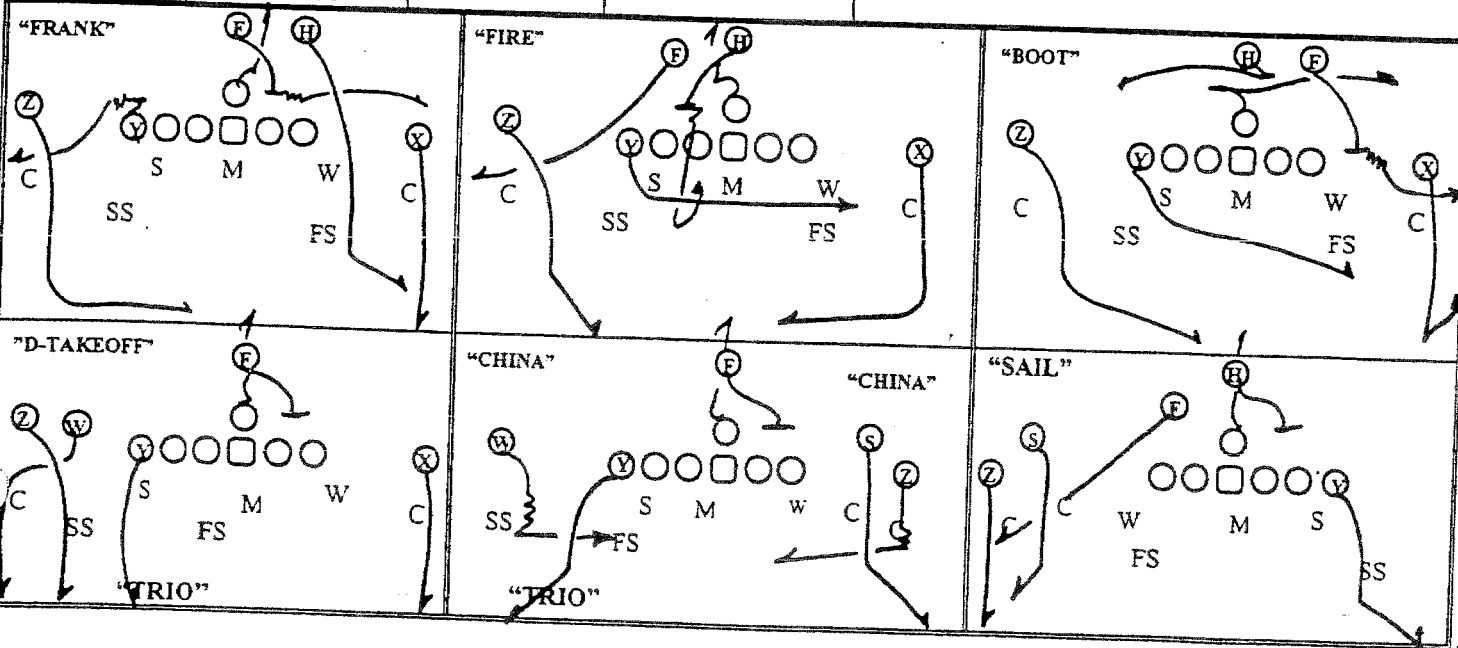
"Base" Cover 1 Blitz 'T/T' Wil Dive
Post Adjustment



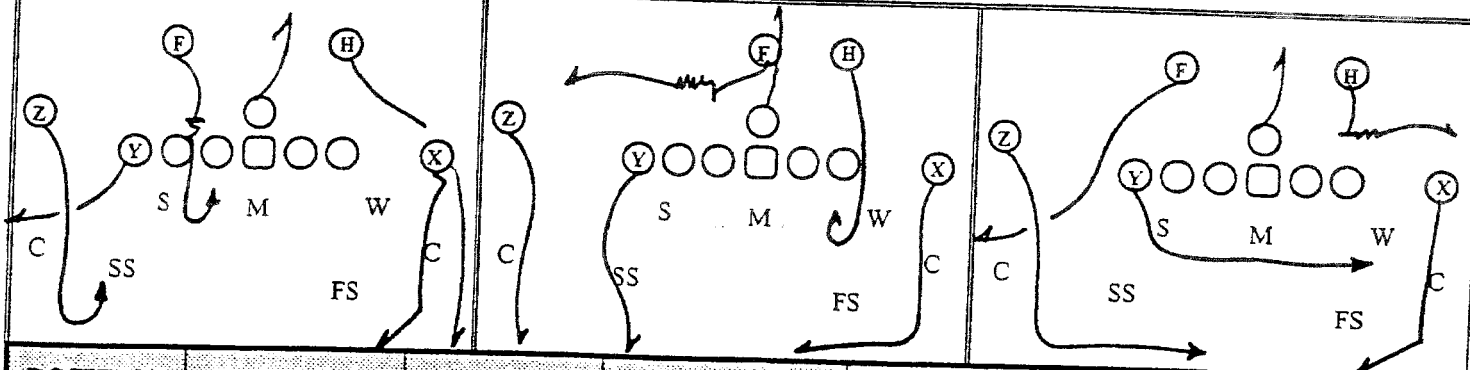
COVER DEUCE (TRIO)



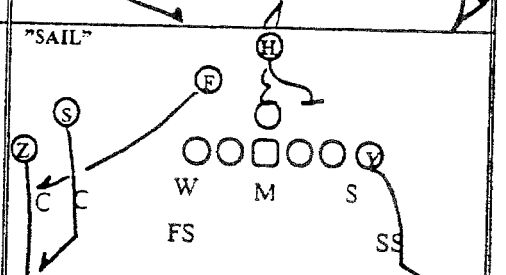
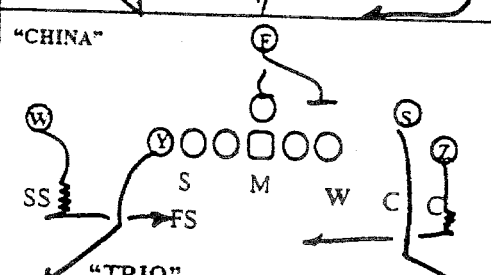
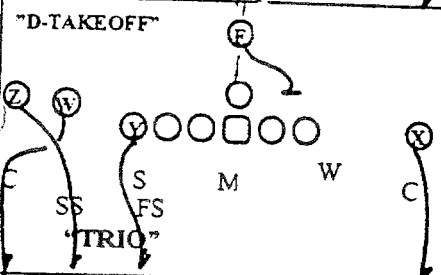
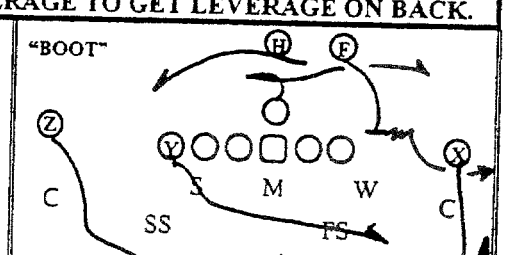
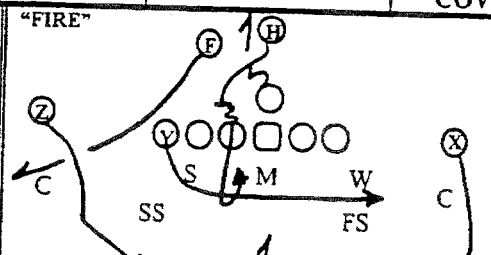
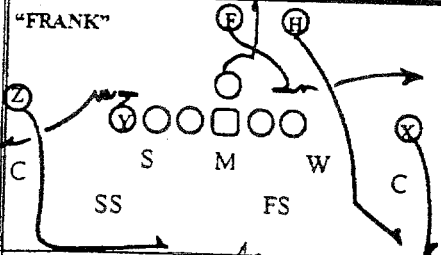
POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	INSIDE #1 7 YARDS DEEP OR PRESS	BOX	M/M #1 OR #2 VS OPPOSITE	<ol style="list-style-type: none"> 1. M/M INSIDE TECHNIQUE. 2. TOTAL CONCENTRATION ON RECEIVER. 3. YOU HAVE NO SAFETY HELP. 4. PRESS, USE "INK" TECHNIQUE.
STRONG SAFETY	2 YARDS OUTSIDE TE 7 YARDS DEEP	BOX	M/M #2 S/S #1 OR #2 W/S	<ol style="list-style-type: none"> 1. COVER #2 OR TE M/M INSIDE TECH. 2. TOTAL CONCENTRATION RECEIVER. 3. YOU HAVE NO HELP. 4. VS. ONE BACK FLOOD AND OPPOSITE ONE BACK, ALERT TO PLAY "TRIO".
FREE SAFETY	OUTSIDE SHADE ON #2 W/S	BOX	M/M #2 W/S OR #3 S/S	<ol style="list-style-type: none"> 1. COVER #2 W/S OR #3 S/S M/M INSIDE TECH. 2. TOTAL CONCENTRATION RECEIVER. 3. YOU HAVE NO HELP 4. VS. ONE BACK FLOOD AND OPPOSITE ONE BACK, ALERT TO PLAY "TRIO". 5. MAY PLAY "TRIO" VS. YELLOW FORM.
WEAK CORNER	INSIDE #1 7 YARDS DEEP OR PRESS	BOX	M/M #1 OR #2 VS OPPOSITE	<ol style="list-style-type: none"> 1. M/M INSIDE TECHNIQUE. 2. TOTAL CONCENTRATION ON RECEIVER. 3. YOU HAVE NO SAFETY HELP. 4. PRESS, USE "INK" TECHNIQUE.



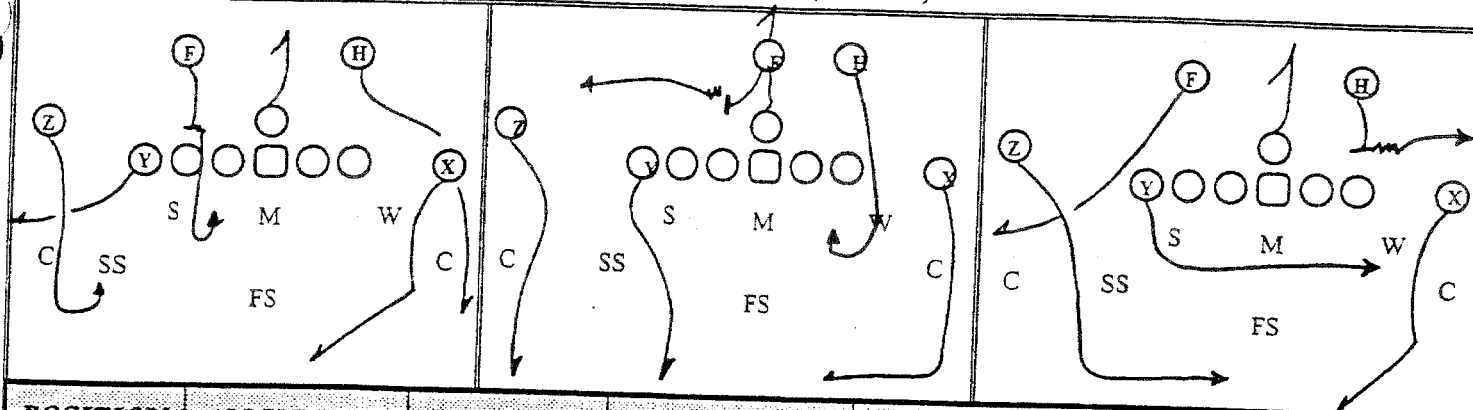
COVER DEUCE (TRIO)



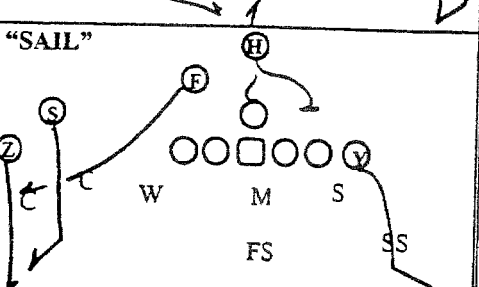
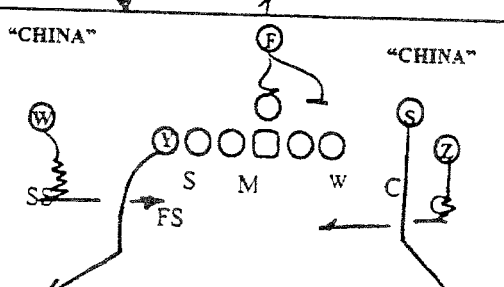
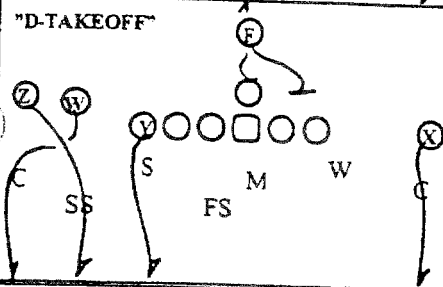
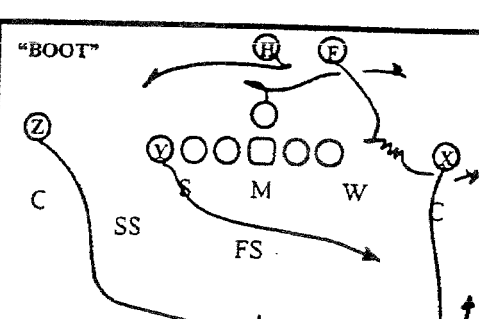
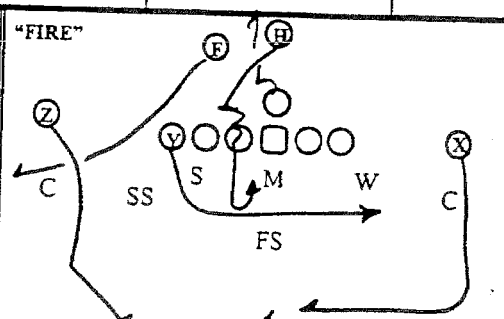
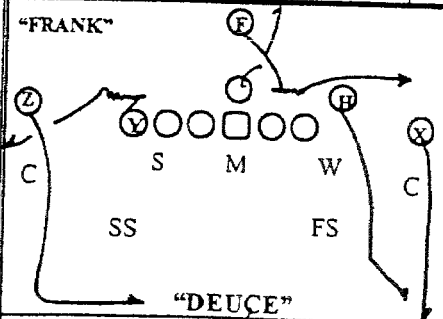
POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
SAM	FRONT WILL DICTATE	BOX	BLITZ OR COVER	<ol style="list-style-type: none"> 1. FOLLOW BLITZ PATH. 2. COVER CLOSED BACK IN TWO BACK SETS. 3. 1 BACK SETS, COVER REMAINING BACK. 4. YOU HAVE NO HELP. 5. STACK ON BACK IF HE BLOCKS. 6. GAME PLAN: ENGAGE BACK. 7. "KEY" BLITZ BACK IF HE BLOCKS. 8. BE READY TO SWITCH BLITZ AND COVERAGE TO GET LEVERAGE ON BACK.
MIKE	FRONT WILL DICTATE	BOX	BLITZ OR COVER	<ol style="list-style-type: none"> 1. FOLLOW BLITZ PATH. 2. COVER CLOSED BACK IN TWO BACK SETS. 3. 1 BACK SETS, COVER REMAINING BACK. 4. YOU HAVE NO HELP. 5. STACK ON BACK IF HE BLOCKS. 6. GAME PLAN: ENGAGE BACK. 7. "KEY" BLITZ BACK IF HE BLOCKS. 8. BE READY TO SWITCH BLITZ AND COVERAGE TO GET LEVERAGE ON BACK.
WIL	FRONT WILL DICTATE	BOX	BLITZ OR COVER	<ol style="list-style-type: none"> 1. FOLLOW BLITZ PATH. 2. COVER CLOSED BACK IN TWO BACK SETS. 3. 1 BACK SETS, COVER REMAINING BACK. 4. YOU HAVE NO HELP. 5. STACK ON BACK IF HE BLOCKS. 6. GAME PLAN: ENGAGE BACK. 7. "KEY" BLITZ BACK IF HE BLOCKS. 8. BE READY TO SWITCH BLITZ AND COVERAGE TO GET LEVERAGE ON BACK.



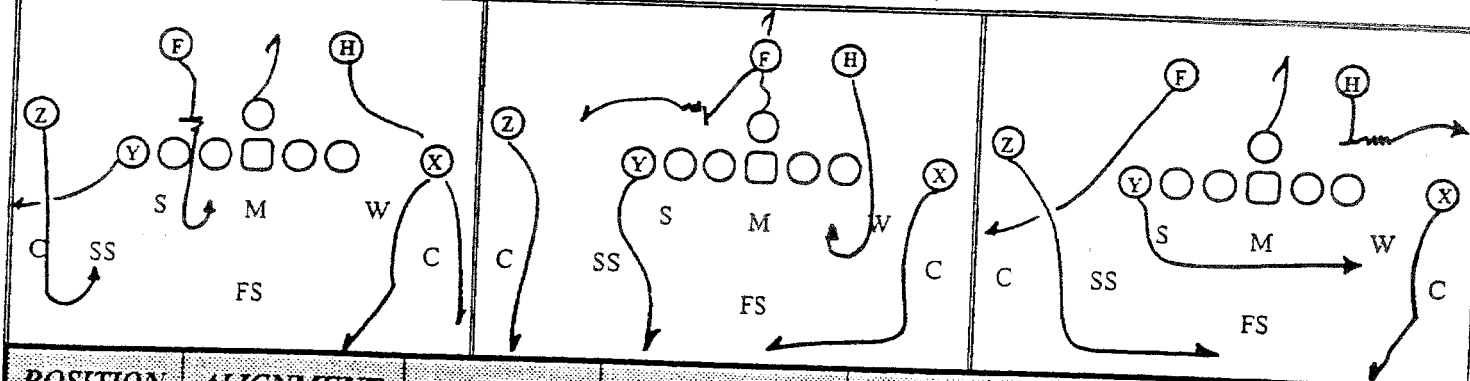
COVER TRIO (DEUCE)



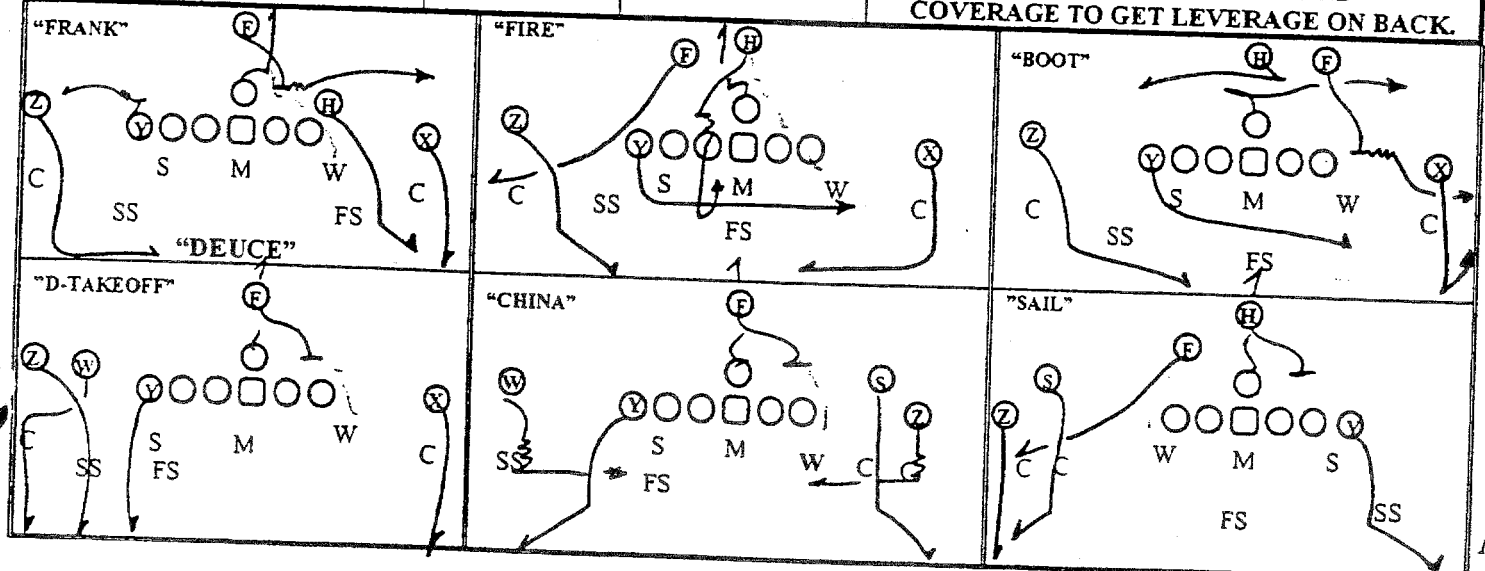
POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	INSIDE #1 7 YARDS DEEP OR PRESS	BOX	M/M #1 OR #2 VS OPPOSITE	1. M/M INSIDE TECHNIQUE. 2. TOTAL CONCENTRATION ON RECEIVER. 3. YOU HAVE NO SAFETY HELP. 4. PRESS, USE "INK" TECHNIQUE.
STRONG SAFETY	2 YARDS OUTSIDE TE 7 YARDS DEEP	BOX	M/M #2 S/S #1 OR #2 W/S	1. COVER #2 OR TE M/M INSIDE TECH. 2. TOTAL CONCENTRATION RECEIVER. 3. YOU HAVE NO HELP. 4. YOU MAY BANJO WITH F/S ON #2 & #3 5. VS. ONE BACK WING AND OPPOSITE FLOOD, ALERT TO PLAY "DEUCE"
FREE SAFETY	OUTSIDE SHADE ON #2 W/S	BOX	M/M CLOSED SIDE BACK #3 S/S OR #2 W/S	1. COVER #3 OR CLOSED SIDE BACK. 2. TOTAL CONCENTRATION RECEIVER. 3. YOU HAVE NO HELP 4. YOU MAY BANJO WITH S/S ON #2 & #3. 5. VS. ONE BACK WING AND OPPOSITE FLOOD, ALERT TO PLAY "DEUCE"
WEAK CORNER	INSIDE #1 7 YARDS DEEP OR PRESS	BOX	M/M #1 OR #2 VS OPPOSITE	1. M/M INSIDE TECHNIQUE. 2. TOTAL CONCENTRATION ON RECEIVER. 3. YOU HAVE NO SAFETY HELP. 4. PRESS, USE "INK" TECHNIQUE.



COVER TRIO (DEUCE)

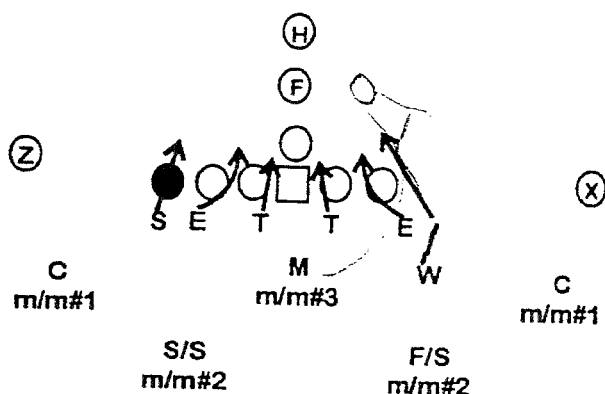


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
SAM	FRONT WILL DICTATE	BOX	BLITZ OR COVER	<ol style="list-style-type: none"> 1. FOLLOW BLITZ PATH. 2. COVER OPEN BACK IN TWO BACK SETS. 3. 1 BACK SETS, COVER REMAINING BACK. 4. YOU HAVE NO HELP. 5. STACK ON BACK IF HE BLOCKS. 6. GAME PLAN: ENGAGE BACK. 7. "KEY" BLITZ BACK IF HE BLOCKS. 8. BE READY TO SWITCH BLITZ AND COVERAGE TO GET LEVERAGE ON BACK.
MIKE	FRONT WILL DICTATE	BOX	BLITZ OR COVER	<ol style="list-style-type: none"> 1. FOLLOW BLITZ PATH. 2. COVER OPEN BACK IN TWO BACK SETS. 3. 1 BACK SETS, COVER REMAINING BACK. 4. YOU HAVE NO HELP. 5. STACK ON BACK IF HE BLOCKS. 6. GAME PLAN: ENGAGE BACK. 7. "KEY" BLITZ BACK IF HE BLOCKS. 8. BE READY TO SWITCH BLITZ AND COVERAGE TO GET LEVERAGE ON BACK.
WIL	FRONT WILL DICTATE	BOX	BLITZ OR COVER	<ol style="list-style-type: none"> 1. FOLLOW BLITZ PATH. 2. COVER OPEN BACK IN TWO BACK SETS. 3. 1 BACK SETS, COVER REMAINING BACK. 4. YOU HAVE NO HELP. 5. STACK ON BACK IF HE BLOCKS. 6. GAME PLAN: ENGAGE BACK. 7. "KEY" BLITZ BACK IF HE BLOCKS. 8. BE READY TO SWITCH BLITZ AND COVERAGE TO GET LEVERAGE ON BACK.

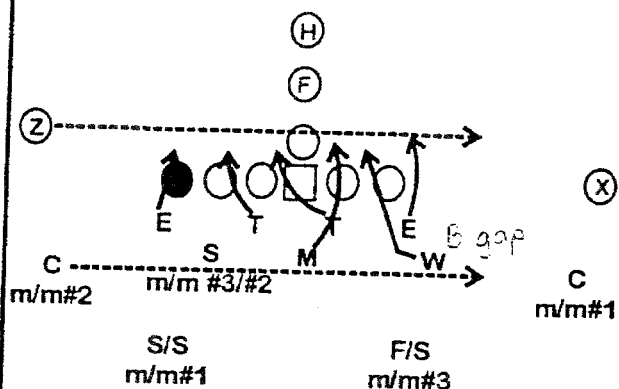


Cover Deuce/Trio Blitzes

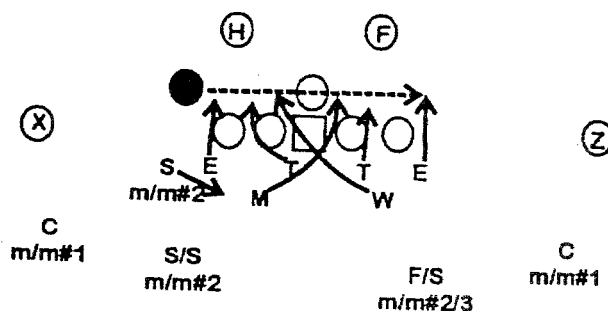
Solid Pinch Sam/Wil Deuce



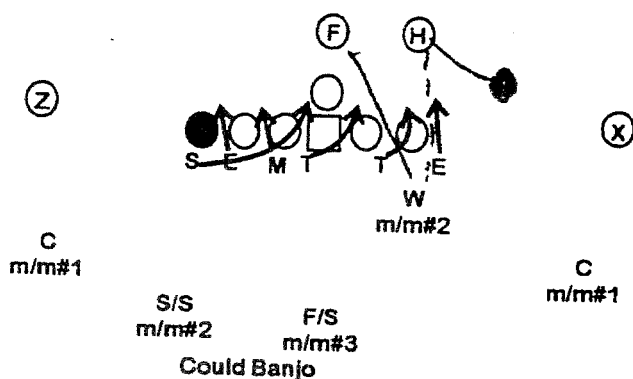
Base Oiler Deuce



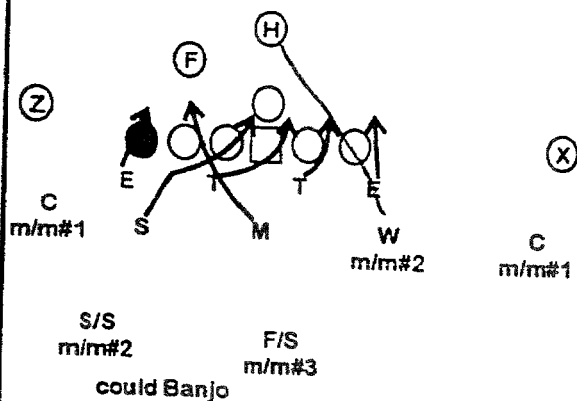
Solid "Hawk Deuce" (Mike Mug)



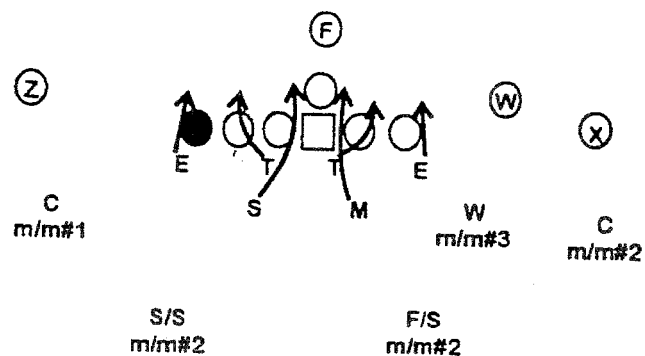
Solid "Cowboy Trio" (Mike Mug)



Base "Cougar Trio"



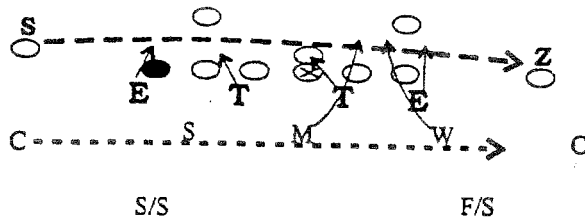
Over 9 "Colt Trio" (could cross)



vs Wing Go Deuce

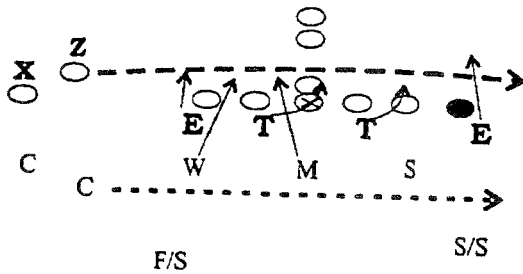
2 BACK MOTION / SHIFT COVER: DEUCE

ORBIT



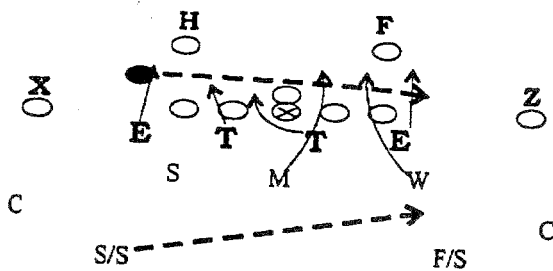
PLAY: Oiler Deuce: Corners Over

ROCKET



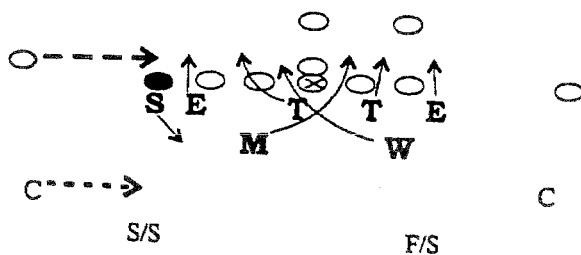
PLAY: Oiler Deuce: Corners Over.

TEM



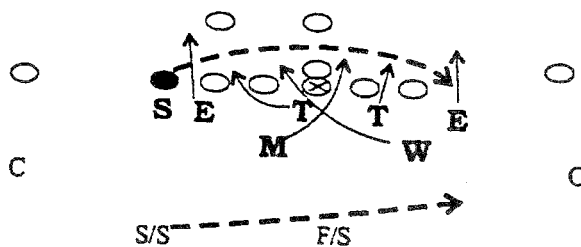
Oiler Deuce. SS Cover Tem.

ZOOM (ZIN)



PLAY: Solid Hawk Deuce.

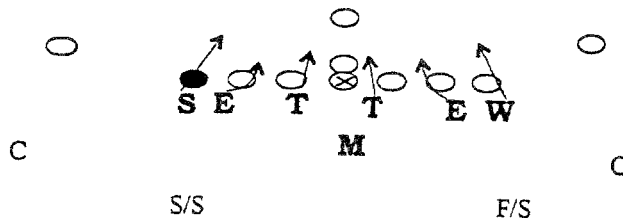
SHIFT



Solid Hawk Deuce : SS cover Shift
No Reset

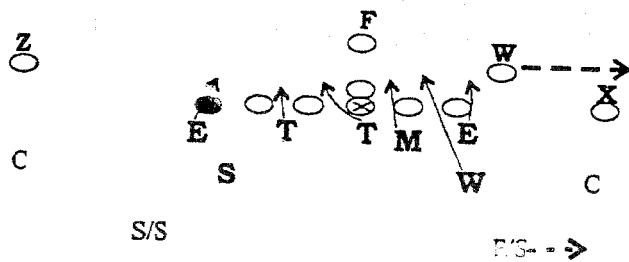
**ADJUSTMENTS TO 1 BACK BALANCED
COVER: DEUCE**

(H) WING



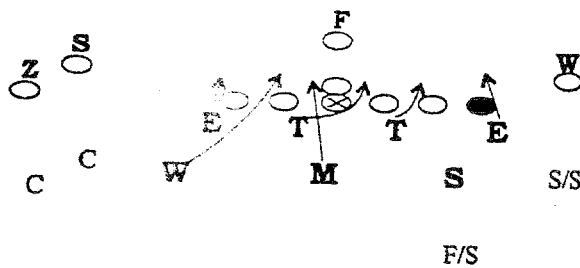
PLAY: Solid Pinch Sam/Wil Deuce. Mike has remaining back.

WING ZOOM OUT (WOT) WIDE



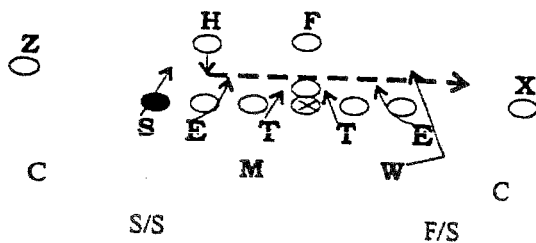
PLAY: Over 9 Mug Oiler Deuce
Sam has remaining back

ORANGE (OPPOSITE WING WIDE)



PLAY: Oiler Deuce goes to Trio.
Sam has remaining back

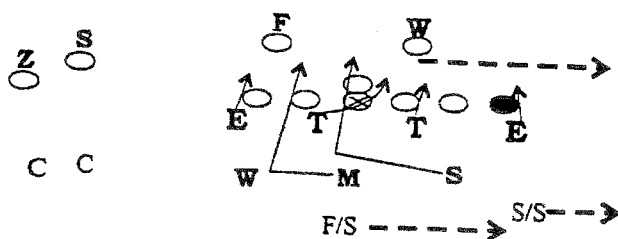
MOTION TO WING



PLAY: Solid Pinch Sam/Wil Deuce.
Safeties handle back movement.

Mike handle remaining back.

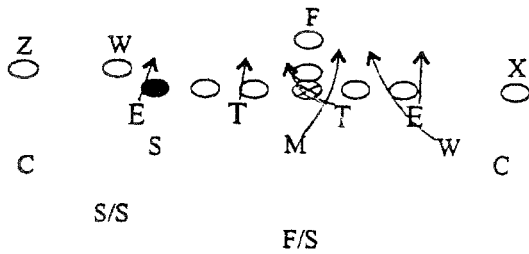
MOTION TO ORANGE



PLAY: Oiler Deuce= Trio safeties adjust
Backers swap coverage & Blitz

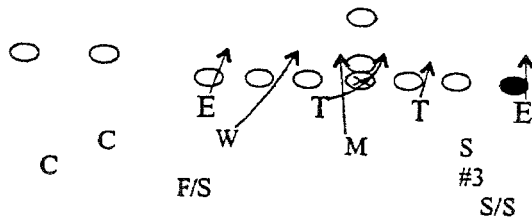
ADJUSTMENTS TO FLOOD COVER: DEUCE

FLOOD



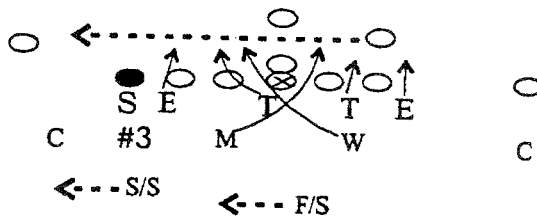
PLAY: Oiler Deuce. Safety adjust to Trio.

OPPOSITE FLOOD



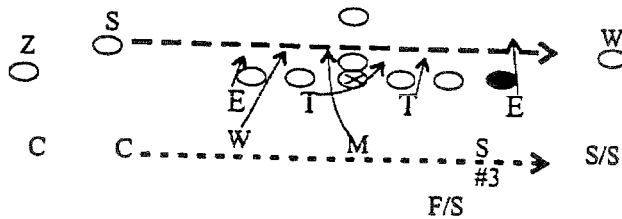
PLAY: Oiler Deuce. Corner Over.

FLY TO FLOOD



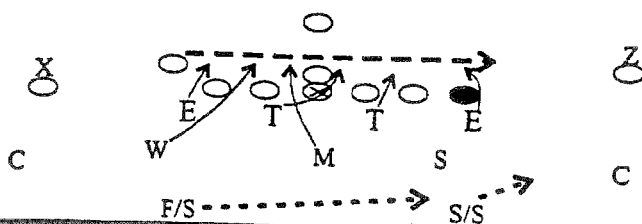
PLAY: Solid Hawk Deuce. Safeties adjust to Trio..

ROCKET TO FLOOD WIDE



PLAY: Oiler Deuce. Corners Over. Safeties adjust to Trio.

WING FLY TO FLOOD



PLAY: Oiler Deuce. Safety adjust. Deuce to Trio.

MOVEMENT RULES FOR 45 DEFENSES

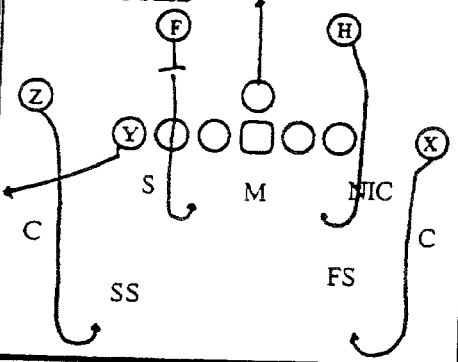
1. VS. REGULAR AND SLOT FORMATIONS: ALL ZONE COVERAGES WILL SLIDE MOVEMENT STRONG TO WEAK AND WEAK TO STRONG.
2. VS. 3 RECEIVER LOOK: CORNERS ACE; NIC TRAVEL WITH CHANGE OF STRENGTH MOVEMENT IN ALL ZONE COVERAGES.
3. VS. 4 RECEIVER LOOK: CORNERS ACE; ALL ZONE DEFENSES CHECK TO DOUBLE SWITCH VS. BALANCED SETS AND COVER 3 INVERT VS. FLOOD SETS.
4. VS. REGULAR AND SLOT FORMATIONS: ALL MAN TO MAN COVERAGES. CORNERS TRAVEL WITH WIDE RECEIVERS. NIC AND LB'S SLIDE MOVEMENT OF BACKS AND WING.
5. VS. 3 RECEIVER LOOK: CORNERS ACE; NIC TRAVEL WITH CHANGE OF STRENGTH.
6. VS. 4 RECEIVER LOOK: ALL MAN TO MAN COVERAGES CHECK TO DOUBLE SWITCH VS. BALANCED SET AND COVER 3 INVERT VS. FLOOD SETS. ① - with Flex
② -

45 COVERAGES:

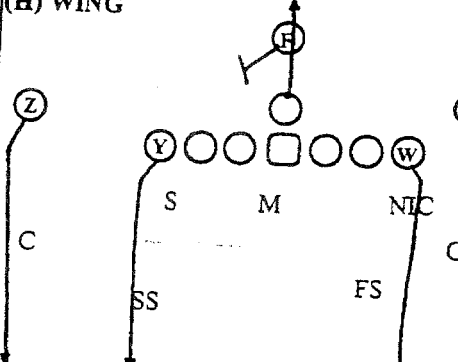
1. DOUBLE SWITCH WITH NORMAL DOUBLE SWITCH ADJUSTMENTS.
2. COVER 22
3. COVER 3 CLOUD/ INVERT
4. COVER 4 SKY/ CLOUD
5. COVER LURK 1
6. COVER SAFETY LURK 1
7. COVER 88
8. COVER 1 BLITZES
9. COVER ZONE BLITZES
10. DEUCE/TRIO BLITZES

45 DOUBLE SWITCH

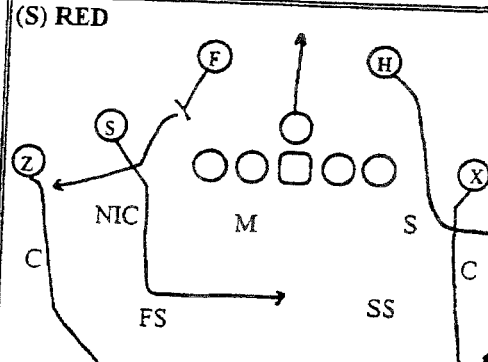
NORMAL RED



(H) WING

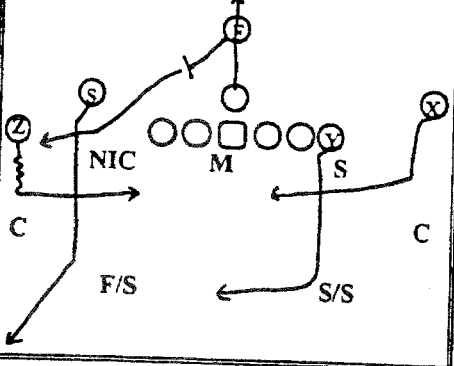


(S) RED

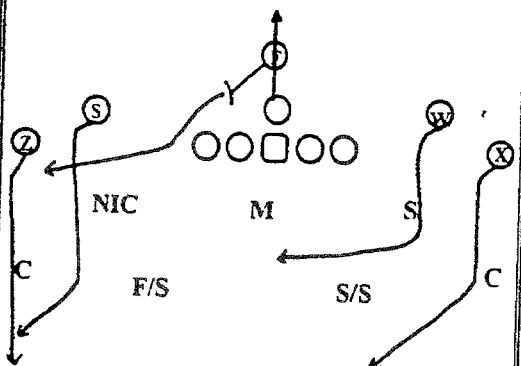


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	INSIDE #1 7 YARDS DEEP	SKY	OUTSIDE 1/4 TECHNIQUE	1. M/M #1 10 YARDS DEEP OR DEEPER. 2. HOLD INSIDE TECHNIQUE TO TAKE AWAY INSIDE CUTS. FORCE RECEIVER TO RUN HIS ROUTES OUTSIDE. <u>"YOU" MUST COVER POST</u>
STRONG SAFETY	2 YDS OUTSIDE #2 (INSIDE SLOT) 10 YARDS DEEP	SKY	INSIDE 1/4 TECHNIQUE OR ROB #1 ON READ	1. KEY #2. IF VERTICAL ROUTE, PLAY OVER THE TOP OF HIM (INSIDE 1/4) 2. IF #2 RUNS DIAGONAL, PLAY UNDERNEATH ALL INSIDE ROUTES OF #1. 3. IF #2 CROSSES, GET DEPTH INSIDE 1/4, BE ALERT FOR #3. ZONE THE 1/4.
FREE SAFETY	2 YARDS OUT WEAK TACKLE 10 YARDS DEEP	SKY	INSIDE 1/4 TECHNIQUE OR ROB #1 ON READ	1. SAME AS STRONG SAFETY. 2. IF #2 BLOCKS, ZONE INSIDE 1/4, CHECK #1 INSIDE, TO #3 STRONG. ZONE OFF QB. 3. VS FLOOD, MAKE "SPECIAL CALL", KEY #3 IF #3 GOES VERTICAL, COVER HIM. ANY OTHER RELEASE, ZONE THE 1/4.
WEAK CORNER	INSIDE #1 7 YARDS DEEP	SKY	OUTSIDE 1/4 TECHNIQUE	1. SAME AS STRONG CORNER. 2. VS FLOOD, "SPECIAL CALL" M/M ON #1. <u>"YOU" MUST COVER POST</u>

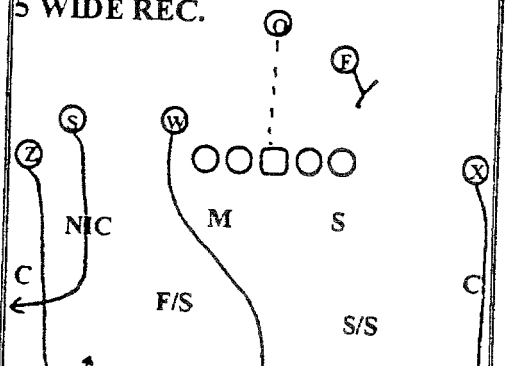
Q



4 WIDE REC.

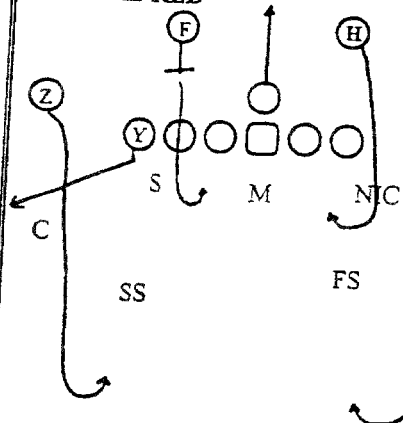


5 WIDE REC.

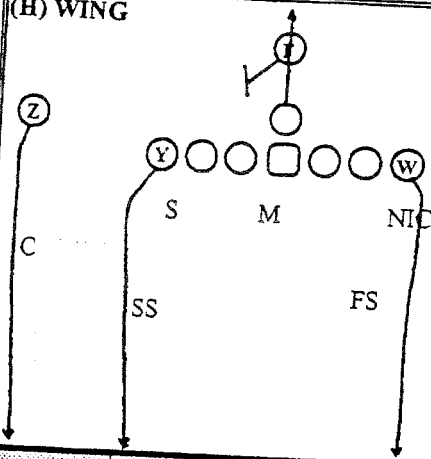


45 DOUBLE SWITCH

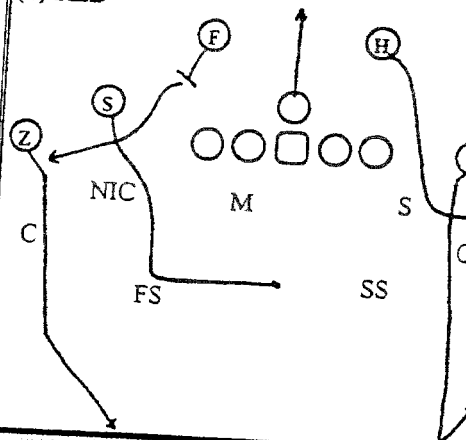
NORMAL RED



(H) WING

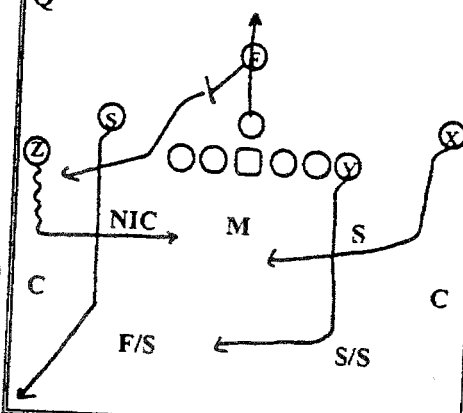


(S) RED

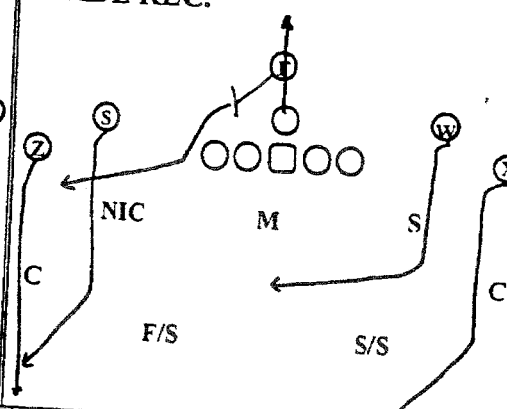


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
SAM	FRONT AND FORMATION; ALIGN AWAY FROM <u>NIC</u>	SKY	BUZZ CURL TO FLAT ON #2 OR ANY RECEIVER THAT BECOMES #2.	<ol style="list-style-type: none"> 1. KEY #2 RELEASE. IF #2 RUNS DIAGONAL ROUTE, IMMEDIATELY COVER HIM. IF HE RUNS "D" TAKE OFF. COVER HIM. 2. IF #2 RUNS VERTICAL ROUTE, JAM, SQUEEZE, READ #3. 3. IF #2 CROSSES, WORK OFF AND READ #3. IF #3 RUNS AN ARROW ROUTE, COVER HIM. 4. VS. FLOOD, COVER DOWN ON #2.
MIKE	FRONT AND FORMATION	SKY	BUZZ TO STRONG HOOK (READ ROUTE PROGRESSION)	<ol style="list-style-type: none"> 1. BUZZ TO STRONG HOOK AND PATTERN READ #2 & #3. 2. IF #3 RUNS CIRCLE OR CIRCLE POST, COVER HIM. 3. VS FLOOD, COVER DOWN ON #3 STRONG.
NIC	OPENSIDE OF FORMATION; VS THREE RECEIVER <u>LOOK</u> . ALIGN TO #2 STRONGSIDE	SKY	BUZZ CURL TO FLAT ON #2 OR ANY RECEIVER THAT BECOMES #2.	<ol style="list-style-type: none"> 1. SAME AS SAM. 2. ALERT FOR "FIRE" RULE 3. COVER DOWN ON #2 WEAK. 4. VS. FLOOD, "SPECIAL CALL" STACK AND PLAY #2 M/M. 5. VS 3 RECEIVER <u>LOOK</u>, ALIGN TO #2 STRONG. COVER CURL/FLAT. #2 TEM OR ROCKET (CHANGE OF STRENGTH), TRAVEL WITH #2 PLAYING DOUBLE SWITCH ON S/S.

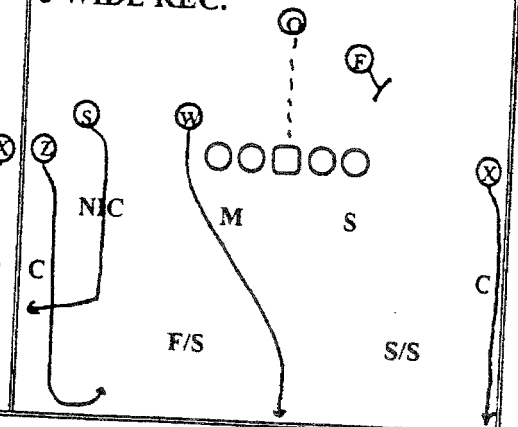
Q



4 WIDE REC.

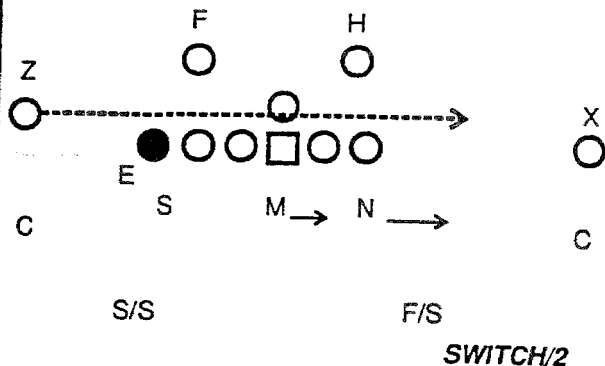


5 WIDE REC.

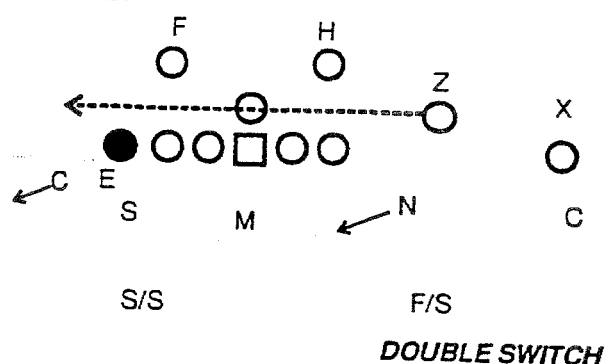


Nickel 45 vs Normal Personnel: DOUBLE SWITCH

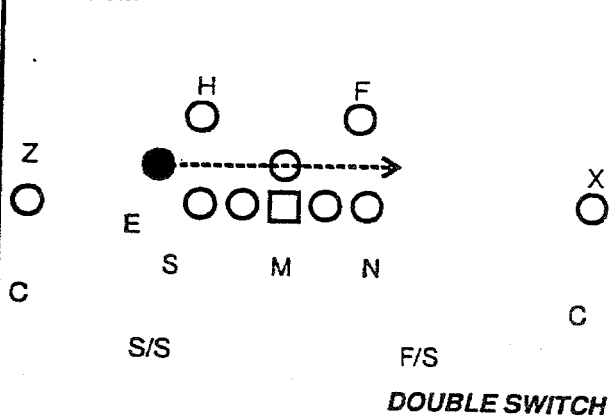
RED ORBIT



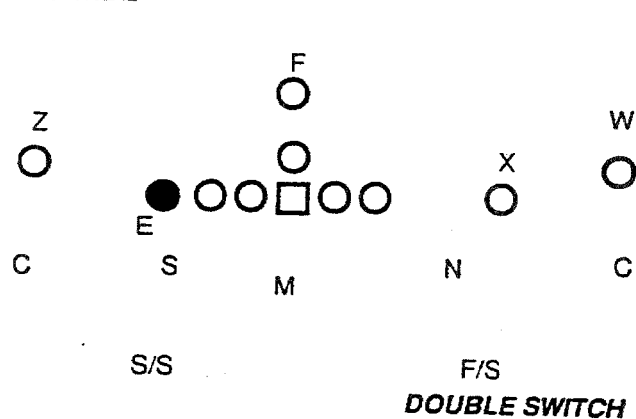
RED ROCKET



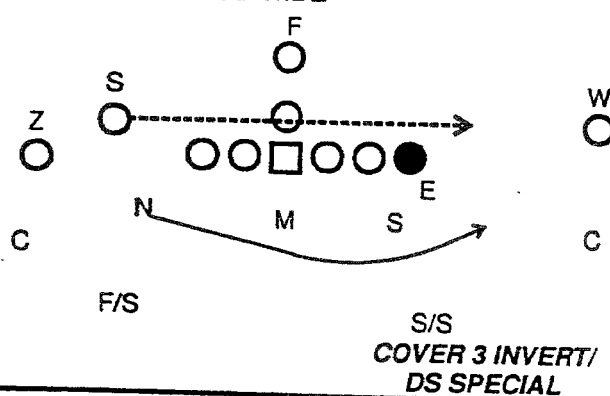
RED TEM



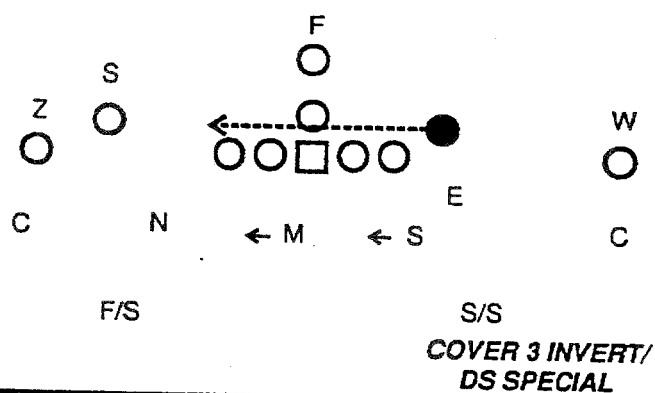
WING WIDE



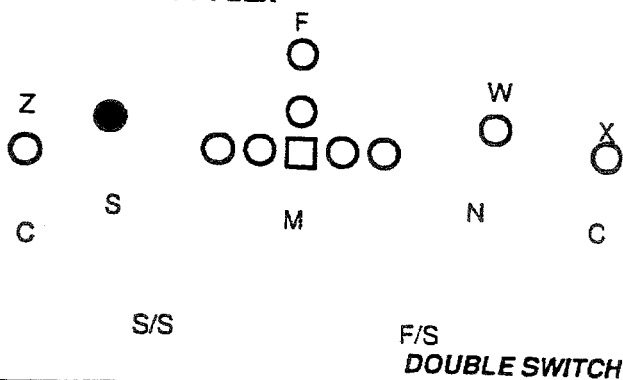
ROCKET TO FLOOD WIDE



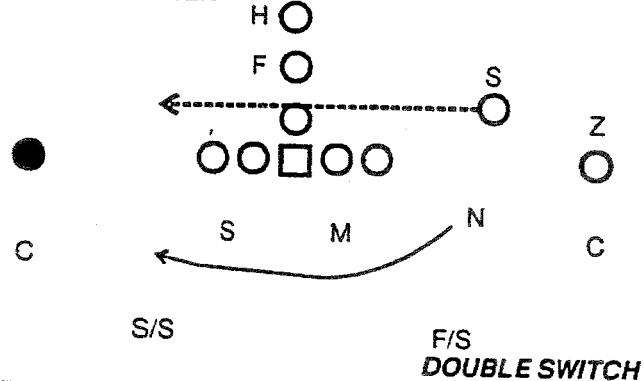
Y FLY-ORANGE FLOOD



WING KRACK Y FLEX

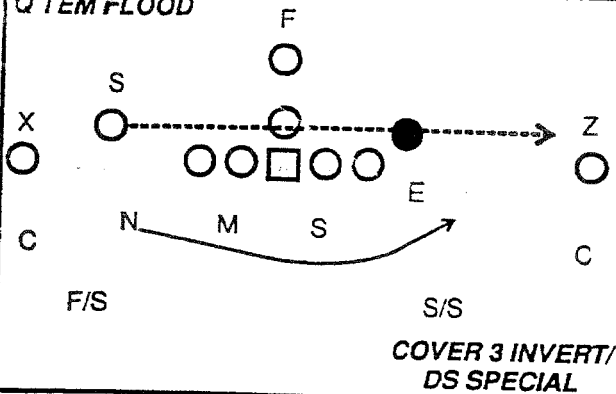


OPPOSITE Y FLEX

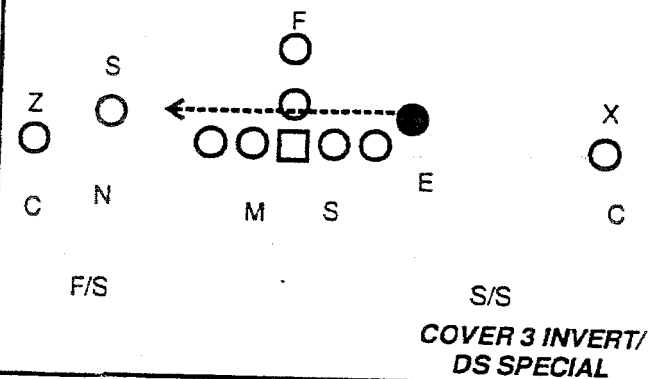


Nickel 45 vs Q/S Personnel: DOUBLE SWITCH

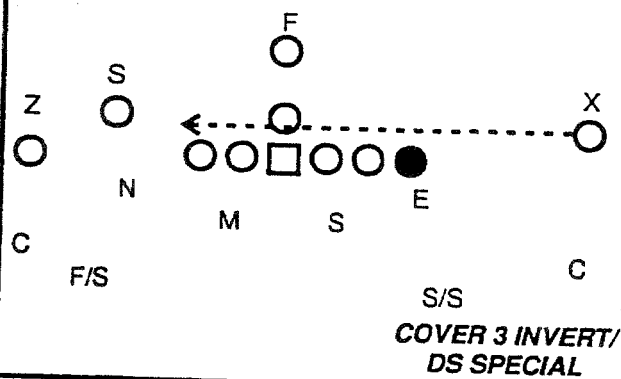
Q TEM FLOOD



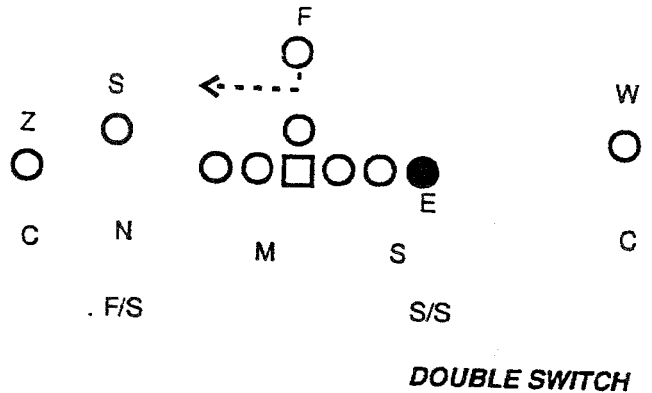
Q FLY FLOOD



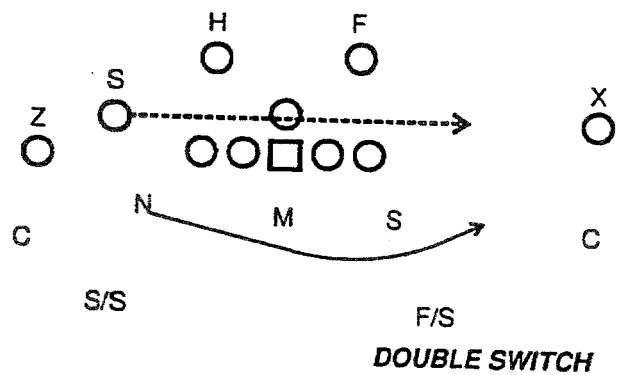
Q X FLY OPPOSITE FLOOD



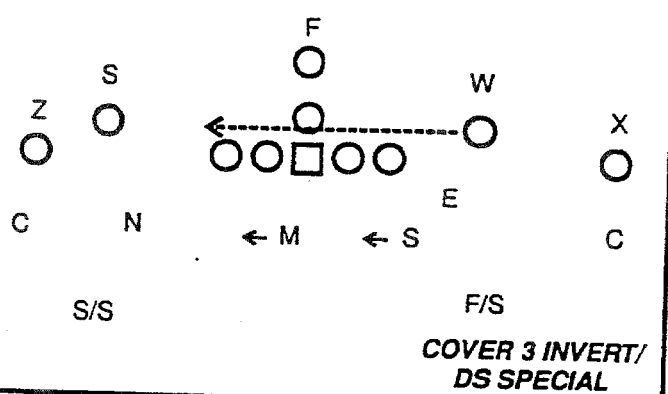
Q F FLY SPREAD



S TEM RED RIGHT

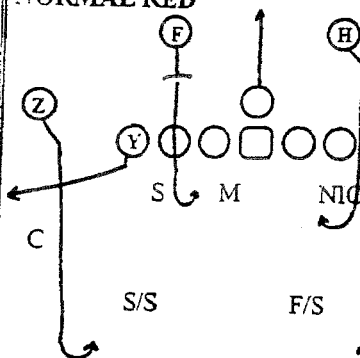


S WING

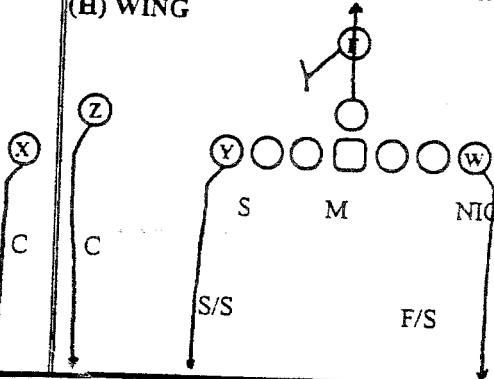


45 COVER 22

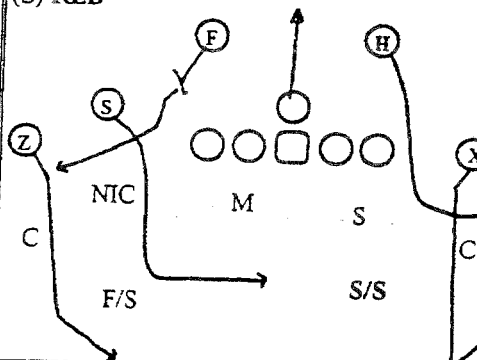
NORMAL RED



(H) WING

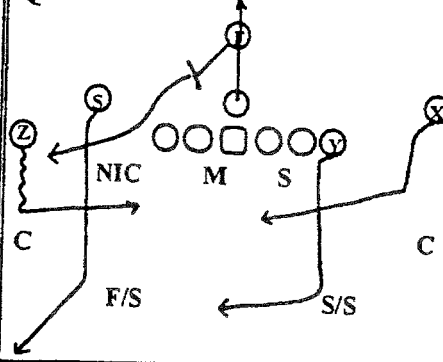


(S) RED

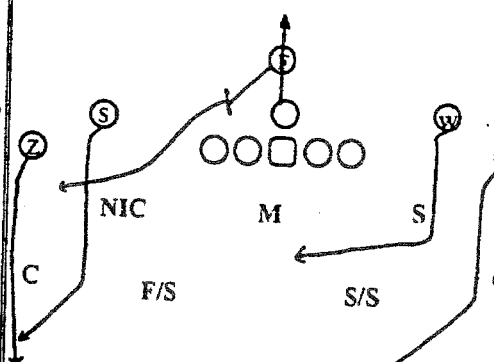


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	1. OUTSIDE #1 4 YARDS DEEP 2. PRESS 3. OFF (7 YDS; i.e. DOUBLE SWITCH)	CLOUD	COVER 2	1. KEY END MAN ON L.O.S. TO BACKFIELD TRIANGLE FOR RUN/PASS READ. 2. JAM AND FUNNEL #1 IF HE IS SPLIT. COVER FLAT AREA. IF #2/#3 RUNS FLAT, CUSHION BOW OUT & REACT TO FLAT. 3. NO THREAT TO FLAT BY #2/#3, CUSHION BACK ON #1 DEEP. 4. IF #2/#3 RUNS TAKE OFF THROUGH ZONE. COVER HIM.
STRONG SAFETY (F/S)	3 YARDS INSIDE THE NUMBERS, 10 YARDS DEEP (SHOW DOUBLE SWITCH ALIGNMENT)	CLOUD	DEEP 1/2 FIELD	1. KEY END MAN ON L.O.S. TO BACKFIELD TRIANGLE FOR RUN/PASS READ. 2. HALF COVERAGE RESPONSIBILITY. 3. VISION #1 AND MAINTAIN INSIDE LEVERAGE ON #1. IF #2 IS UP, MAINTAIN POSITION 3 YARDS INSIDE NUMBERS AND BREAK ON THE BALL. 4. ZONE 1/2 COVERAGE AREA. READ QB TO BALL 5. <u>GET PLENTY OF DEPTH</u>
FREE SAFETY (S/S)	3 YARDS INSIDE THE NUMBERS, 10 YARDS DEEP (SHOW DOUBLE SWITCH ALIGNMENT)	CLOUD	DEEP 1/2 FIELD	1. KEY END MAN ON L.O.S. TO BACKFIELD TRIANGLE FOR RUN/PASS READ. 2. HALF COVERAGE RESPONSIBILITY. 3. VISION #1 AND MAINTAIN INSIDE LEVERAGE ON #1. IF #2 IS UP, MAINTAIN POSITION 3 YARDS INSIDE NUMBERS AND BREAK ON THE BALL. 4. ZONE 1/2 COVERAGE AREA. READ QB TO BALL 5. DO NOT FORGET #3. 6. <u>GET PLENTY OF DEPTH</u>
WEAK CORNER	1. OUTSIDE #1 4 YARDS DEEP 2. PRESS 3. OFF (7 YDS; i.e. DOUBLE SWITCH	CLOUD	COVER 2	1. KEY END MAN ON L.O.S. TO BACKFIELD TRIANGLE FOR RUN/PASS READ. 2. JAM AND FUNNEL #1 IF HE IS SPLIT. COVER FLAT AREA. IF #2/#3 RUNS FLAT. CUSHION BOW OUT & REACT TO FLAT. 3. NO THREAT TO FLAT BY #2/#3. CUSHION BACK ON #1 DEEP. 4. IF #2/#3 RUNS TAKE OFF THROUGH ZONE. COVER HIM.

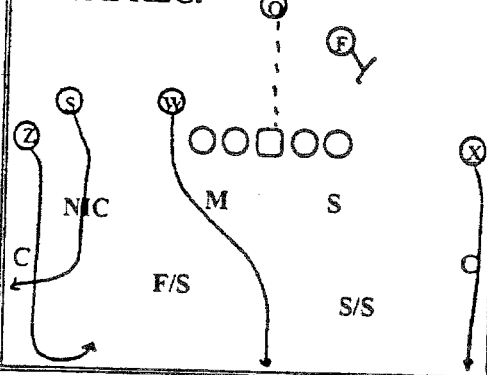
Q



4 WIDE REC.

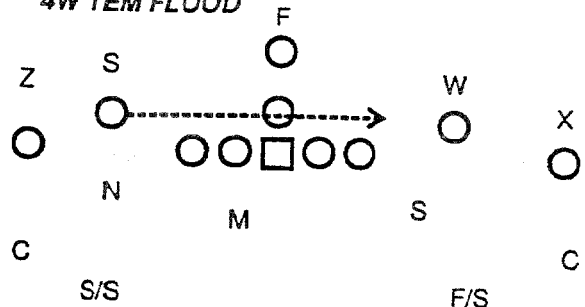


5 WIDE REC.



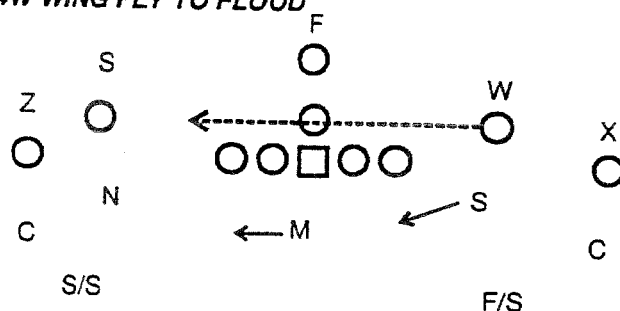
Nickel 45 vs 4WR's/5WR's: DOUBLE SWITCH

4W TEM FLOOD



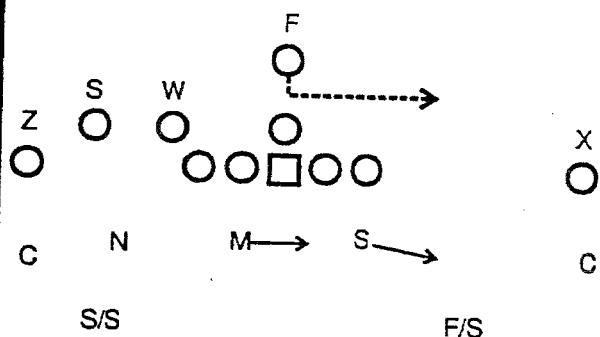
COVER 3 INVERT/
DS SPECIAL

4W WING FLY TO FLOOD



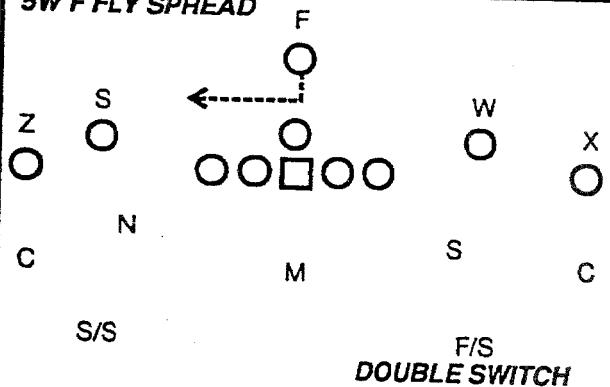
COVER 3 INVERT/
DS SPECIAL

4W F MOTION FLOOD SPREAD



COVER 3 INVERT/
DS SPECIAL

5W F FLY SPREAD

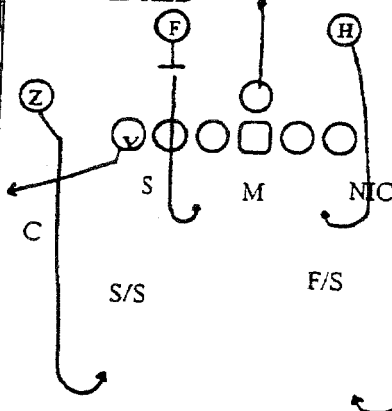


DOUBLE SWITCH

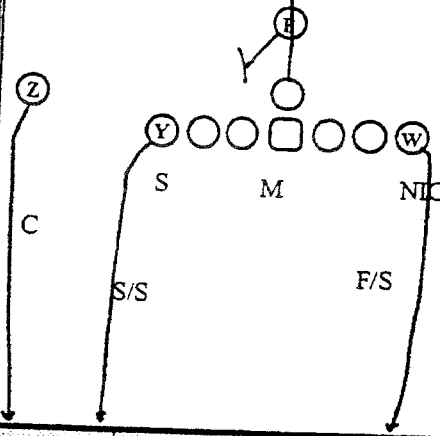


45 COVER 22

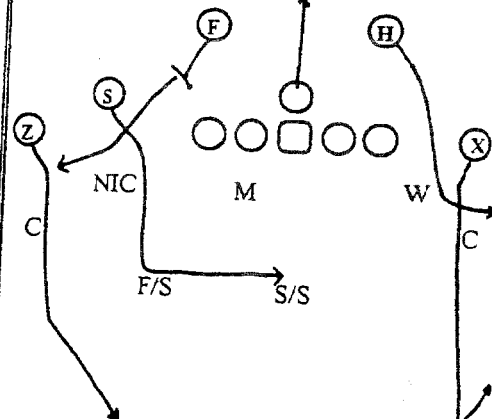
NORMAL RED



(H) WING

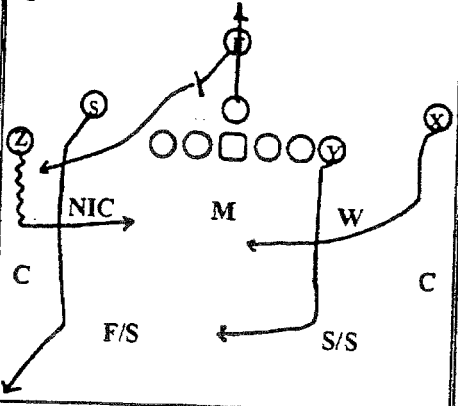


(S) RED

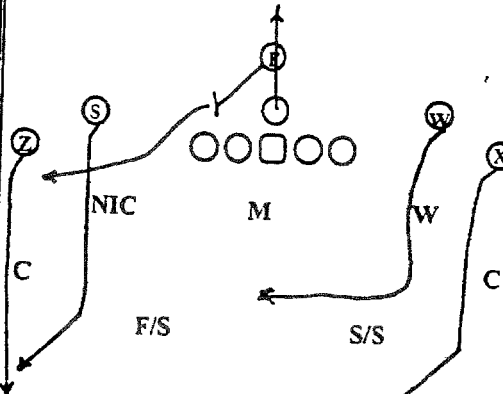


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
SAM (S/S AND W/S)	FRONT AND FORMATION ON #2 AWAY FROM NIC	CLOUD	1. S/S: BUZZ TO CURL/POST. 2. W/S: BUZZ TO HOOK/CIRCLE. 3. READ ROUTE PROGRESSION	1. S/S: BUZZ AND JAM #2 ON INSIDE RELEASE. WORK TO CURL, READ PATTERN OF #2 & #3 ZONE OFF WHOEVER BECOMES #2. 2. IF #2 RUNS FLAT ZONE OFF UNDER #1. 3. IF #2 OR #3 RELEASES OUTSIDE, COVER HIM SEAM TO POST. 4. W/S: IF #2 RUNS CIRCLE OR SEAM, WALL HIM OFF AND COVER CIRCLE TO POST. 2. IF #2 BLOCKS, STACK ON #2 GET DEPTH TO ZONE UNDER #1 TO CURL AREA. 3. BE ALERT FOR "CHINA" OR "IN" CALL.
MIKE	FRONT AND FORMATION	CLOUD	1. COVER DOWN ON #3. 2. BUZZ TO STRONG HOOK. 3. READ ROUTE PROGRESSION.	1. BE READY TO COVER INSIDE RELEASE OF #2 OR #3. WALL OFF RECEIVER AND COVER HOOK TO POST. 2. IF #3 RELEASES TO FLAT, ZONE INSIDE NEW #3. 3. IF #3 RELEASES INSIDE OR CROSSES, CARRY ACROSS.
NIC (S/S AND W/S)	OPENSIDE OF FORMATION; VS. THREE RECEIVER <u>LOOK</u> ALIGN TO #2 STRONGSIDE	CLOUD	1. S/S: COVER #2 IN SEAM, CURL TO POST 2. W/S: CIRCLE /POST.	1. S/S: JAM AND FORCE #2 INTO SEAM AND COVER CURL/POST. CARRY SEAM, PUSH BOW OUT. 2. IF #2 RUNS TO FLAT, ZONE UNDER #1. 3. IF #2 RUNS SHALLOW CROSS, PASS TO MIKE OR SAM. ZONE NEW #3. 4. W/S: BUZZ CIRCLE/POST 5. YOU MUST BE ALERT FOR "CHINA" OR "IN".

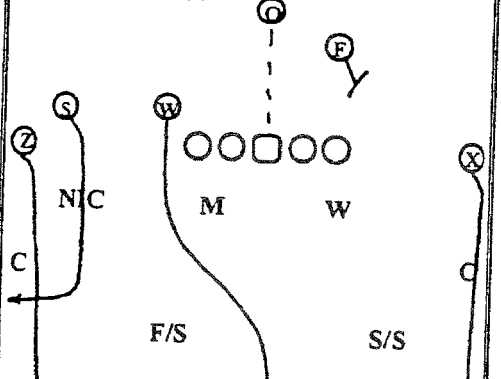
Q



4 WIDE REC.

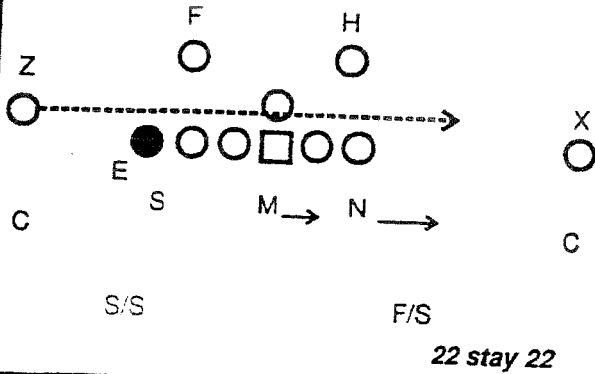


5 WIDE REC.

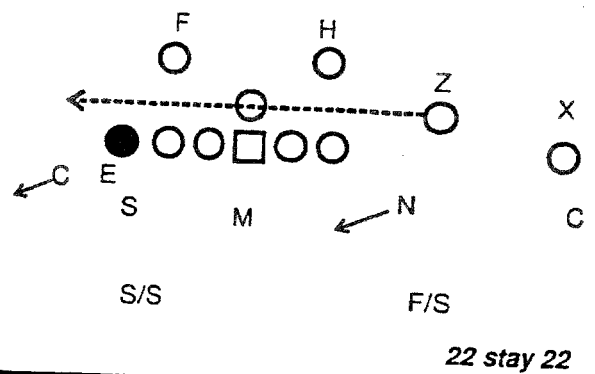


Nickel 45 vs Normal Personnel: COVER 22

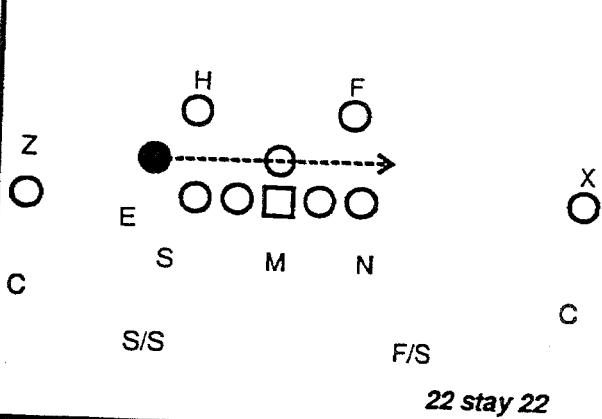
RED ORBIT



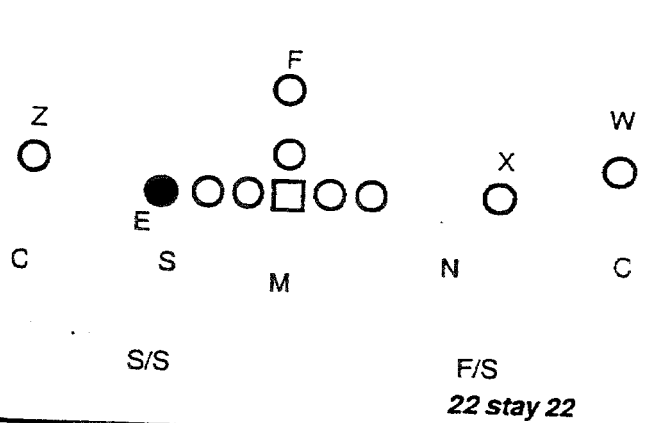
RED ROCKET



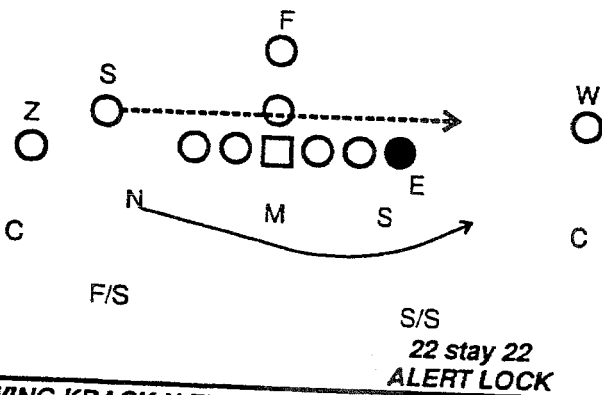
RED TEM



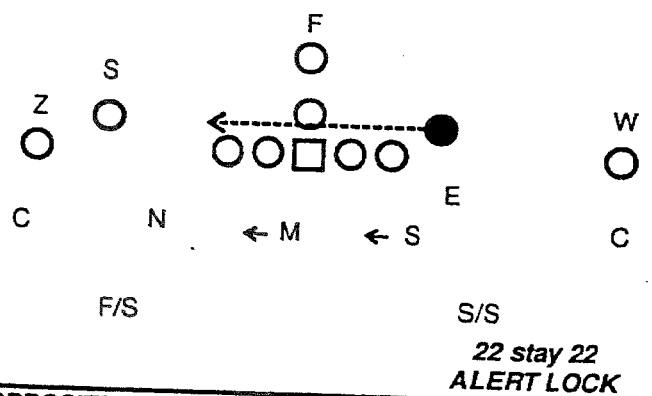
WING WIDE



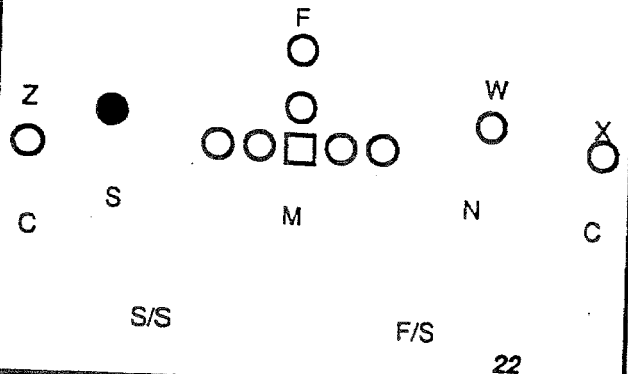
ROCKET TO FLOOD WIDE



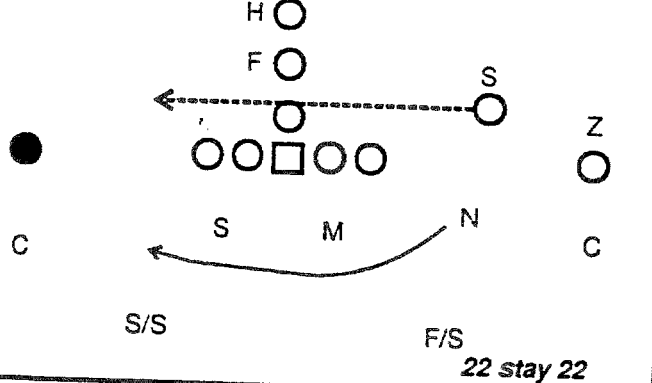
Y FLY-ORANGE FLOOD



WING KRACK Y FLEX

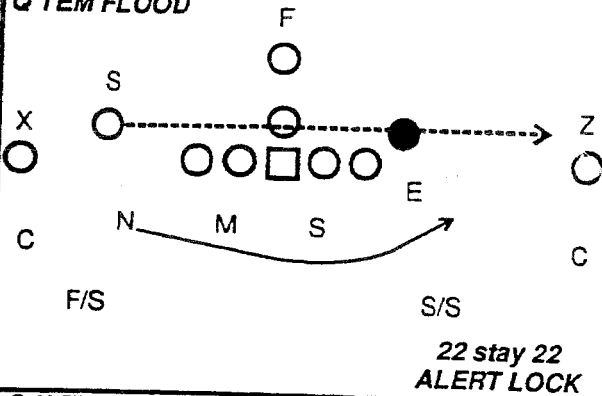


OPPOSITE Y FLEX

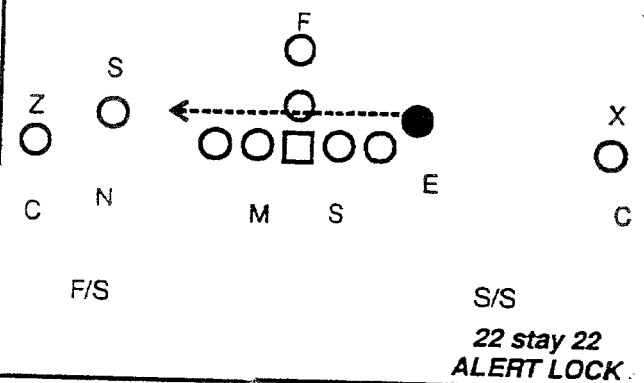


Nickel 45 vs Q/S Personnel: COVER 22

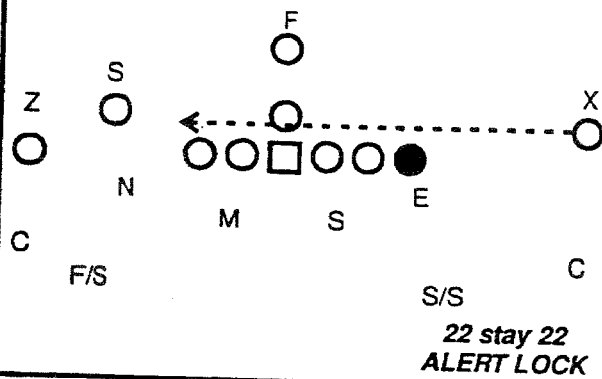
Q TEM FLOOD



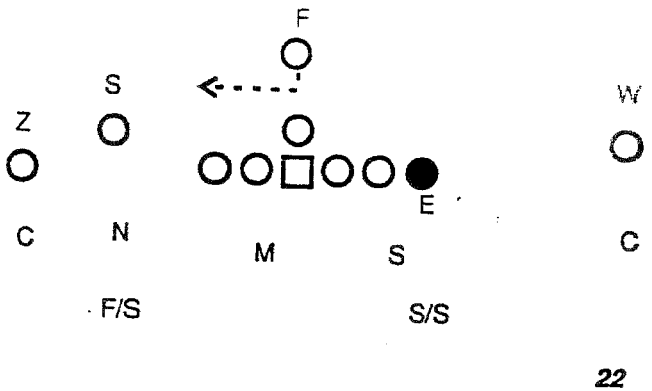
Q FLY FLOOD



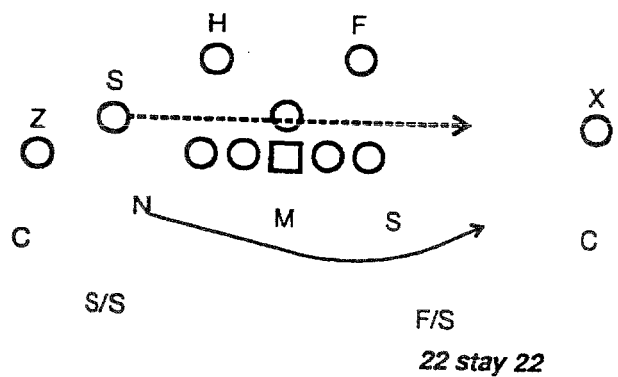
Q X FLY OPPOSITE FLOOD



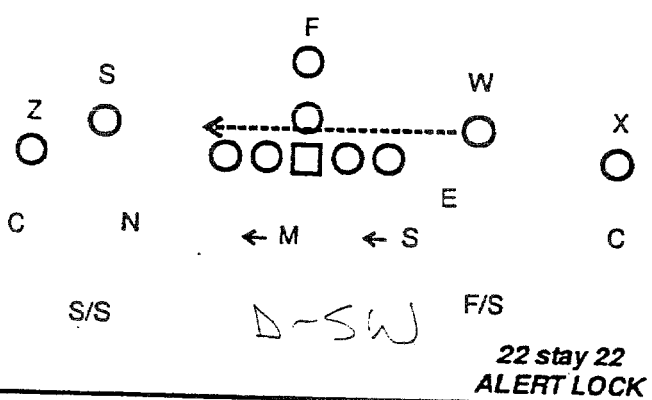
Q F FLY SPREAD



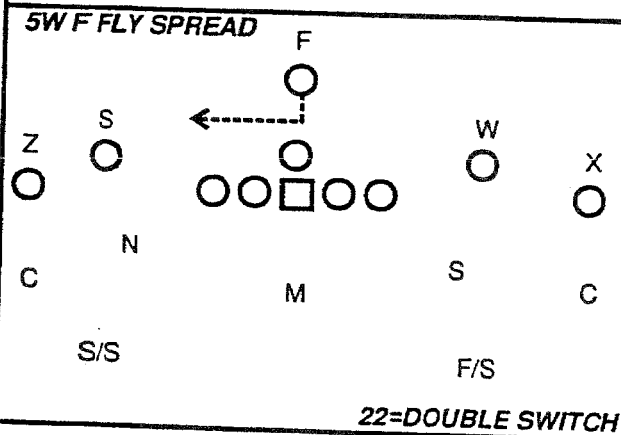
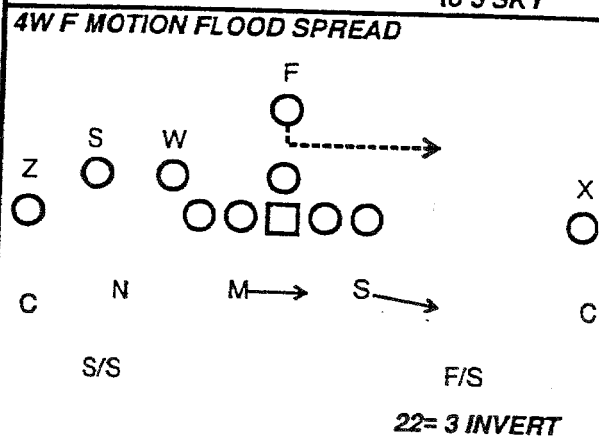
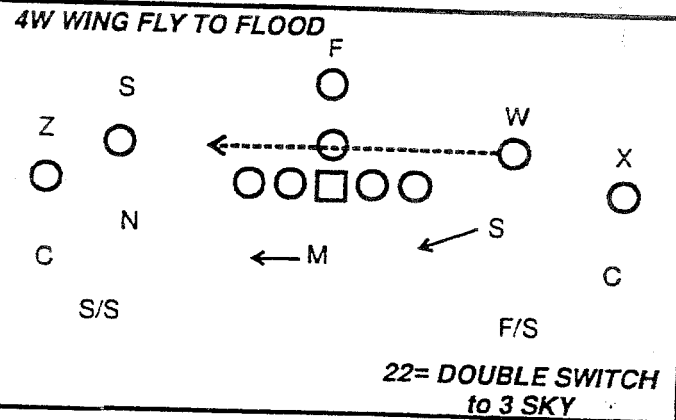
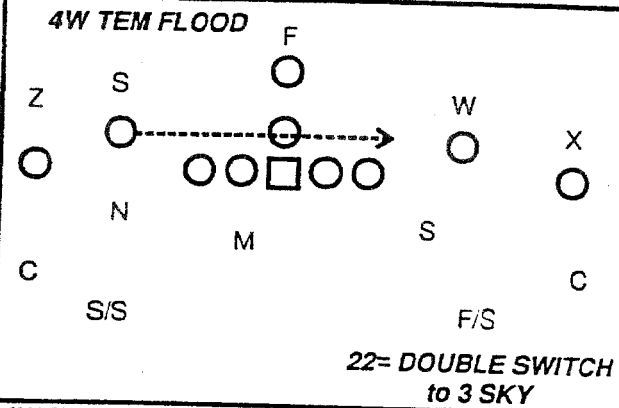
S TEM RED RIGHT



S WING

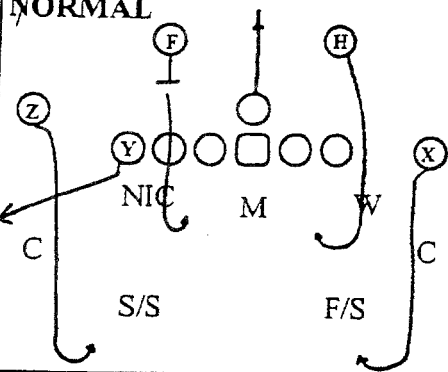


Nickel 45 vs 4WR's/5WR's: COVER 22

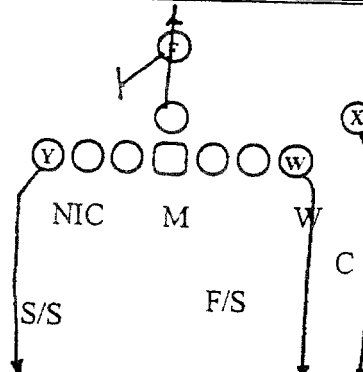


45 COVER 3 (INVERT/CLOUD)

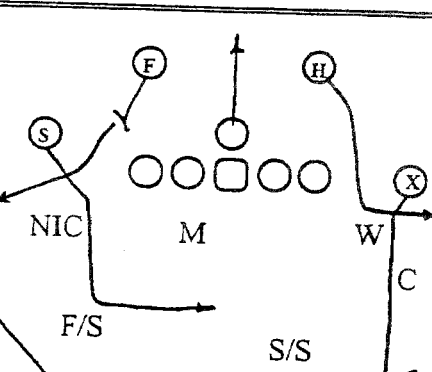
NORMAL



(H)

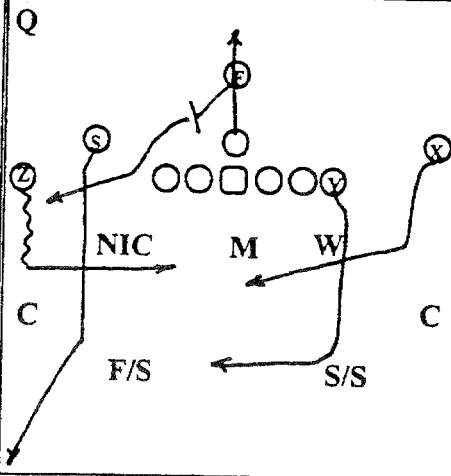


(S)

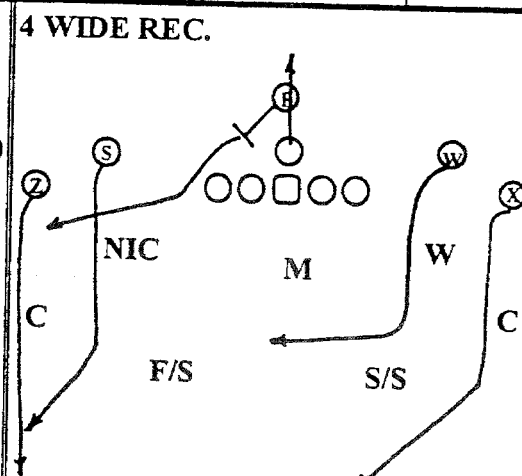


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	INSIDE #1 7 YARDS DEEP	INVERT OR CLOUD	INVERT OR CLOUD	<ol style="list-style-type: none"> 1. INVERT COVER DEEP 1/3 2. CLOUD: JAM & DELAY #1'S VERTICAL RELEASE. READ THE PATTERN OF #2/#3. #2 OR #3 RUNS TO FLAT JUMP HIM. 2. IF #2 OR #3 DOES NOT GO TO THE FLAT, GET DEPTH AND SQUEEZE #1. 3. IF #2 RUNS THROUGH ZONE AND RUNS "TAKE OFF", COVER HIM.
STRONG SAFETY (F/S)	SPLIT #1 & #2 12 YARDS DEEP	INVERT OR CLOUD	INVERT: COVER S/S HOOK SEAM CLOUD: COVER DEEP OUTSIDE 1/3	<ol style="list-style-type: none"> 1. INVERT: SETTLE INTO HOOK AREA, READ PATTERN, COVER INSIDE OF S2 & #3. 2. CLOUD: DRIVE TO OUTSIDE 1/3. 3. KEY #1'S RELEASE. IF OUTSIDE, WORK TO INSIDE SHOULDER AND COVER DEEP 1/3. 4. IF #1 RELEASES INSIDE, WORK TO OUTSIDE SHOULDER AND COVER DEEP 1/3. 5. IF #1 RUNS SHALLOW CROSS OR CHINA, LOOK FOR #2 TO RUN BOW OUT.
FREE SAFETY (S/S)	2 YARDS OUTSIDE OT 10-12 YARDS DEEP	DIME	MIDDLE 1/3	<ol style="list-style-type: none"> 1. WORK QUICKLY TO MIDDLE OF FIELD. 2. GET DEPTH AND READ QUARTERBACK. 3. <u>DON'T JUMP INTERMEDIATE ROUTES.</u>
WEAK CORNER	HEAD UP ON #1 - 7 YARDS DEEP	DIME	OUTSIDE 1/3	<ol style="list-style-type: none"> 1. M/M IN ZONE. 2. CARRY POST PATTERN FROM OUTSIDE/IN USING YOUR F/S, MAINTAINING POSITION TO PLAY CORNER ROUTE.

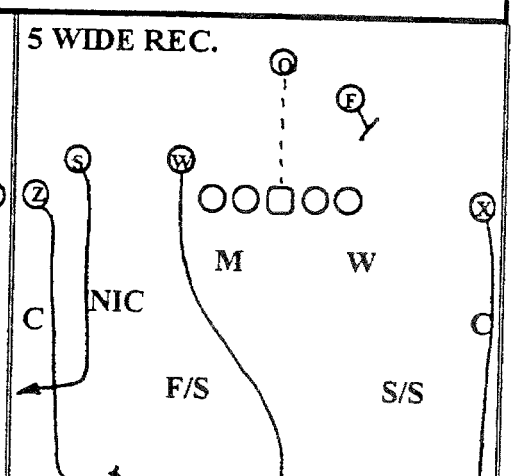
Q



4 WIDE REC.

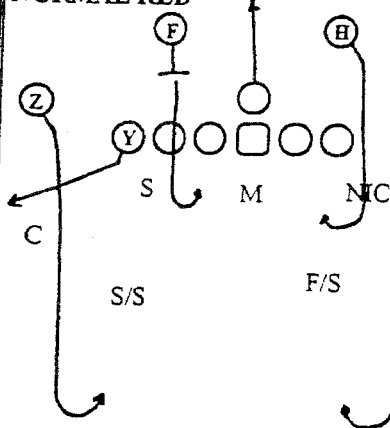


5 WIDE REC.

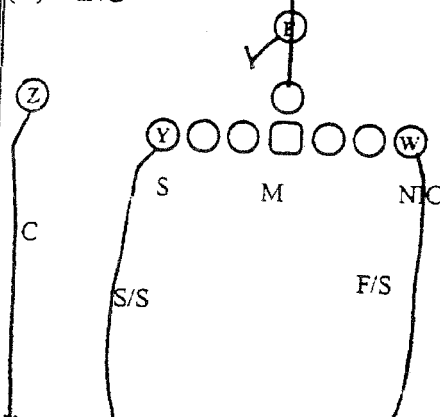


45 COVER 3 INVERT /CLOUD

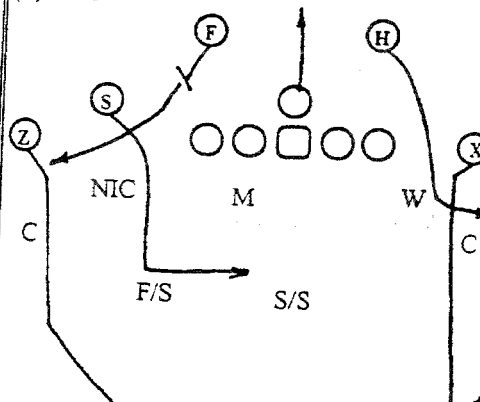
NORMAL RED



(H) WING

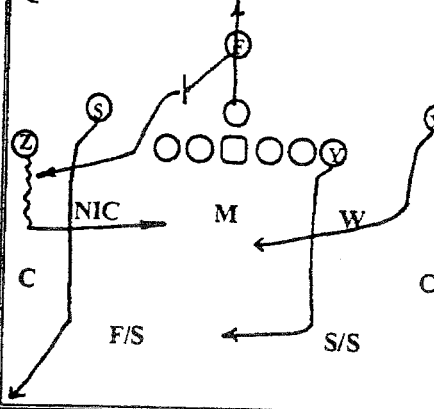


(S) RED

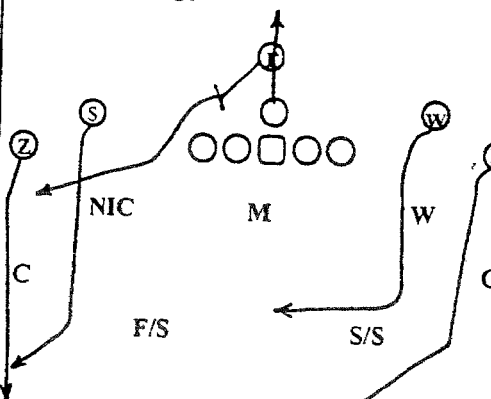


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
SAM (S/S AND W/S)	FRONT AND FORMATION: ALIGN AWAY FROM <u>NIC</u> .	S/S INVERT OR CLOUD W/S BACKER SAM OR NIC	<u>S/S</u> : INVERT: CURL/ FLAT CLOUD: SLIDE BUZZ: CURL; REGULAR BUZZ: HOOK. <u>W/S</u> : CURL/FLAT	1. <u>S/S INVERT</u> : PLAY LIKE SWITCH CURL/FLAT. 2. <u>S/S CLOUD</u> : SLIDE BUZZ - CURL; REGULAR BUZZ - HOOK 3. <u>W/S</u> : SLIDE BUZZ - ZONE OUTSIDE #2, COVER CIRCLE/FLAT. YOU HAVE F/S HELP.
MIKE	FRONT AND FORMATION	INVERT OR CLOUD	INVERT OR CLOUD: SLIDE BUZZ S/S HOOK, INSIDE OF #2 & #3.	1. SLIDE BUZZ: BUZZ TO STRONG HOOK AND PATTERN READ COVERING THE INSIDE OF #2 & #2. 2. REGULAR BUZZ: CIRCLE.
NIC (S/S AND W/S)	OPENSIDE OF FORMATION: VS. THREE RECEIVER <u>LOOK</u> , ALIGN TO STRONGSIDE	S/S INVERT OR CLOUD W/S BACKER SAM / NIC	<u>S/S</u> :INVERT: CURL/FLAT CLOUD: SLIDE BUZZ: CURL; REGULAR BUZZ HOOK. <u>W/S</u> : CURL/FLAT	1. <u>S/S INVERT</u> : PLAY LIKE SWITCH CURL/FLAT. 2. <u>S/S CLOUD</u> : SLIDE BUZZ - CURL; REGULAR BUZZ - HOOK 3. <u>W/S</u> : SLIDE BUZZ - ZONE OUTSIDE #2, COVER CIRCLE/FLAT. YOU HAVE F/S HELP.

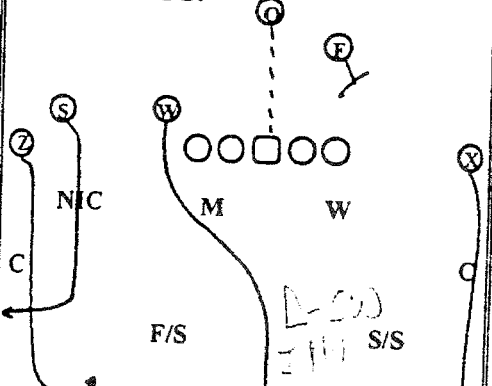
Q



4 WIDE REC.

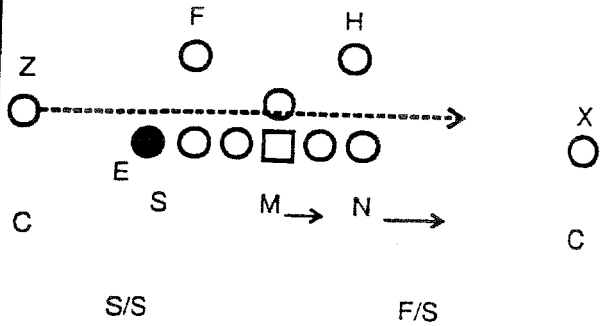


5 WIDE REC.



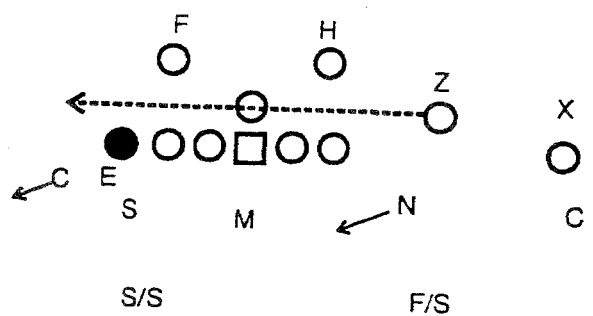
Nickel 45 vs Normal Personnel: COVER 3 INVERT/CLOUD

RED ORBIT



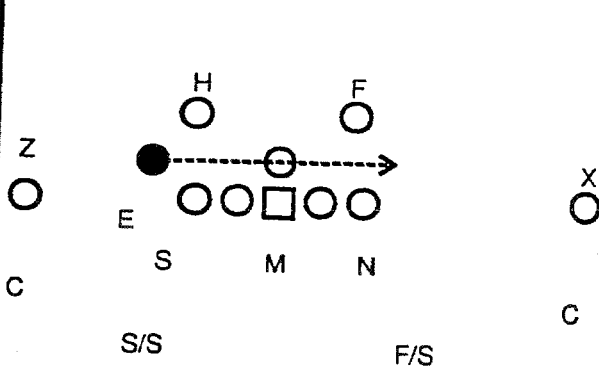
3 CLOUD to 3 INVERT

RED ROCKET



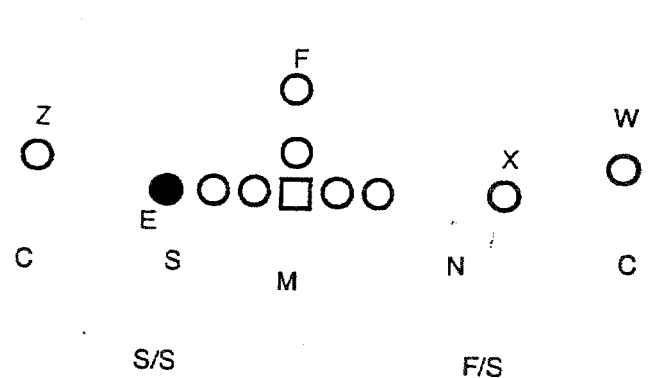
3 INVERT to 3 CLOUD

RED TEM



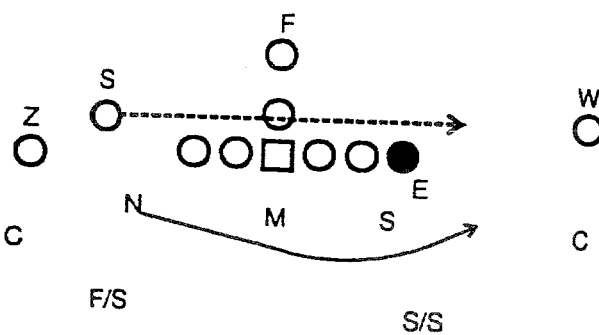
3 CLOUD to 3 CLOUD

WING WIDE



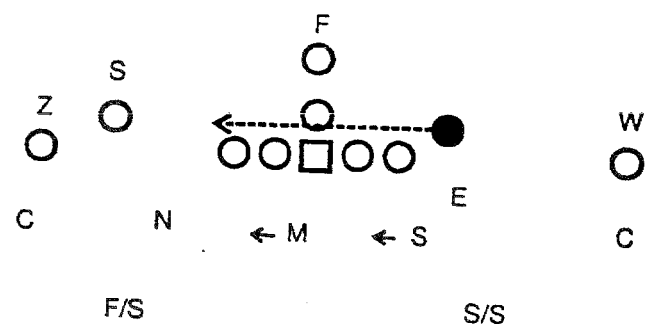
3 CLOUD

ROCKET TO FLOOD WIDE



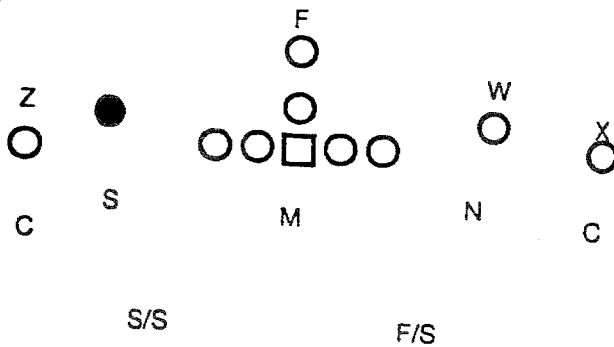
3 INVERT

Y FLY-ORANGE FLOOD



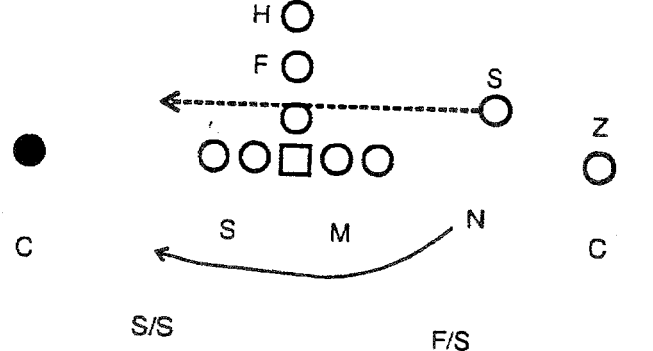
3 INVERT

WING KRACK Y FLEX



DOUBLE SWITCH

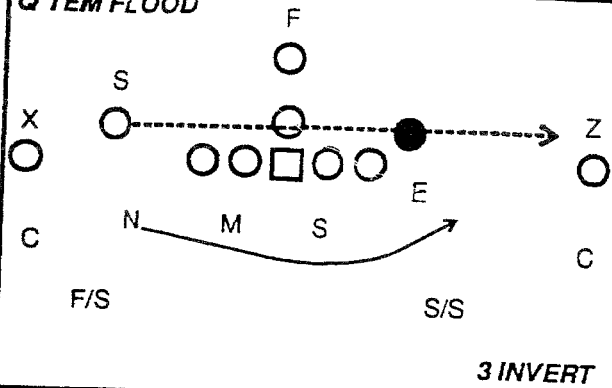
OPPOSITE Y FLEX



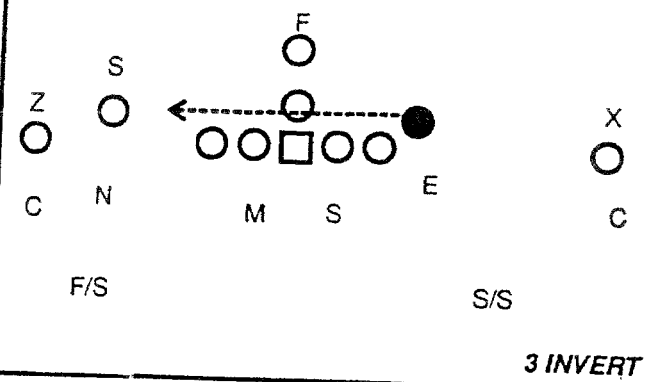
3 INVERT to 3 INVERT

Nickel 45 vs Q/S Personnel: COVER 3 INVERT/CLOUD

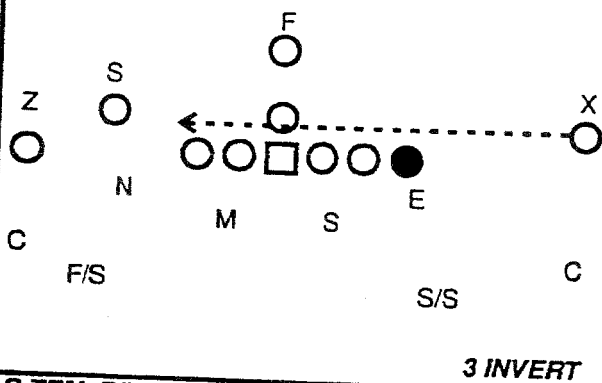
Q TEM FLOOD



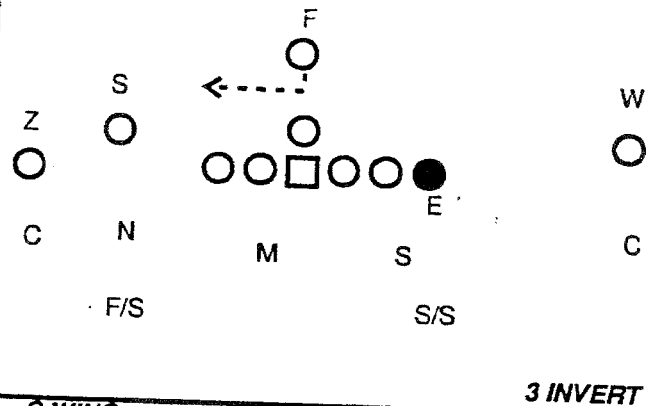
Q FLY FLOOD



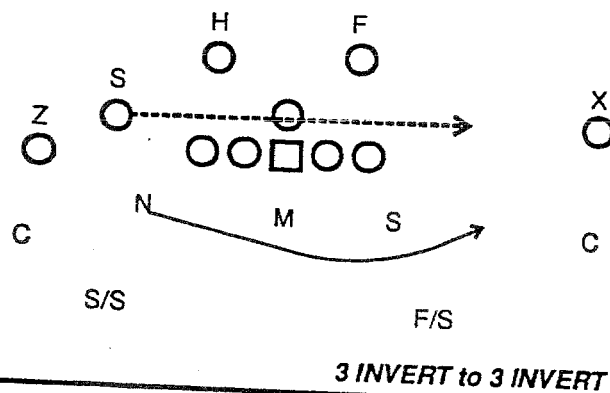
Q X FLY OPPOSITE FLOOD



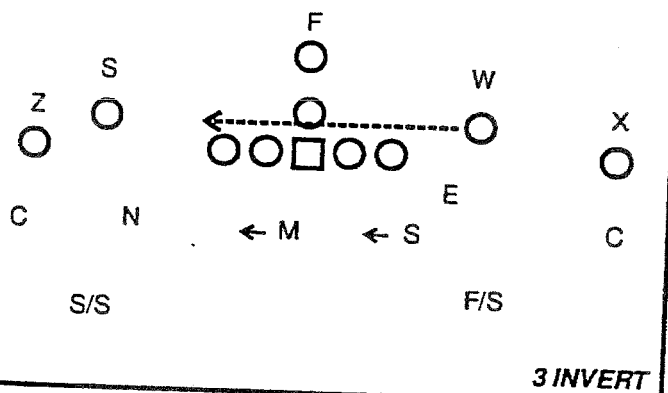
Q F FLY SPREAD



S TEM RED RIGHT

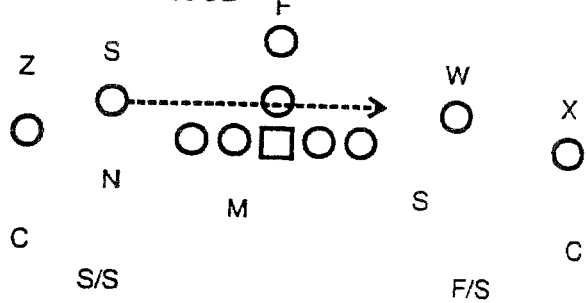


S WING



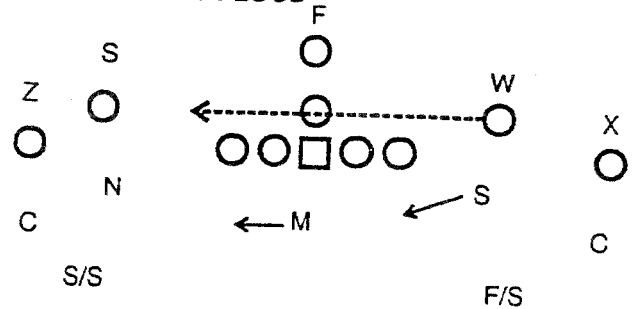
Nickel 45 vs 4WR's/5WR's: COVER 3 INVERT/CLOUD (DbI Sw)

4W TEM FLOOD



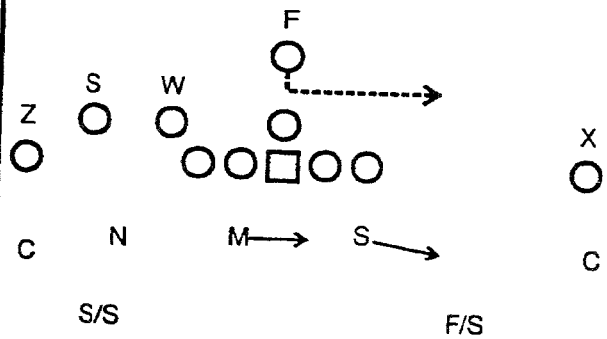
DOUBLE SWITCH

4W WING FLY TO FLOOD



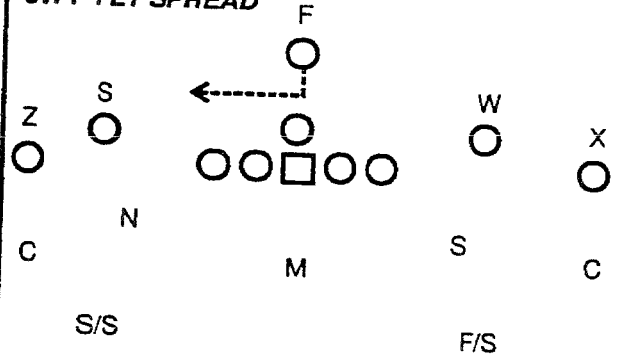
COVER 3 INVERT

4W F MOTION FLOOD SPREAD



COVER 3 INVERT

5W F FLY SPREAD

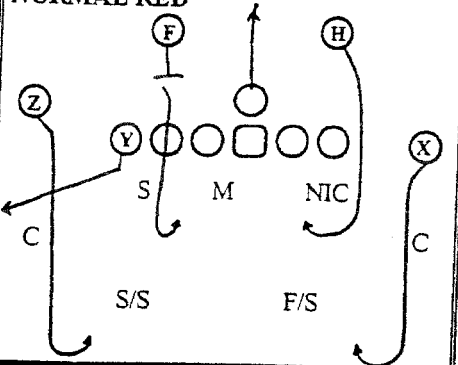


DOUBLE SWITCH

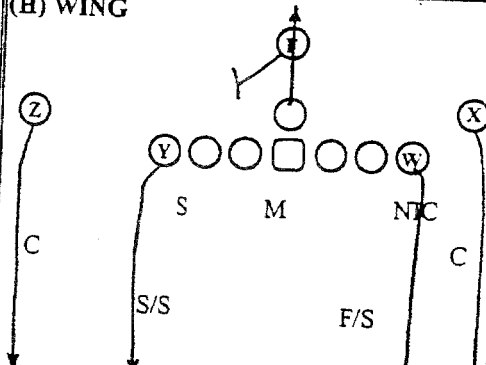


45 COVER 4 SKY/CLOUD

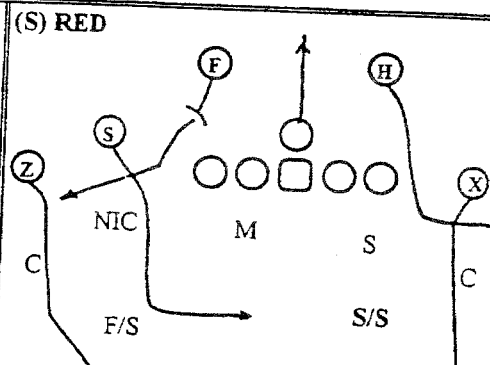
NORMAL RED



(H) WING

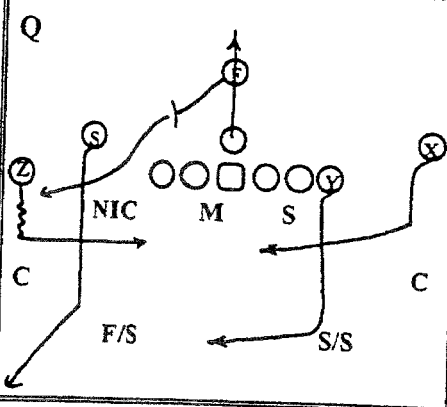


(S) RED

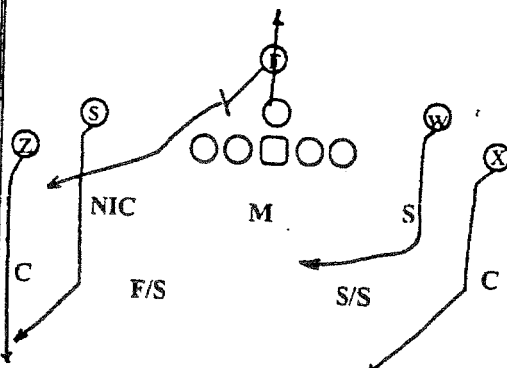


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	HEAD UP ON #1 -7 YARDS DEEP	NIC	OUTSIDE 1/3	1. M/M IN ZONE. 2. CARRY POST PATTERN FROM OUTSIDE IN USING YOUR S/S, MAINTAINING POSITION TO PLAY CORNER ROUTE.
STRONG SAFETY (F/S)	HEAD UP ON #1 -7 YARDS DEEP	NIC	OUTSIDE 1/3	1. M/M IN ZONE. 2. CARRY POST PATTERN FROM OUTSIDE IN USING YOUR S/S, MAINTAINING POSITION TO PLAY CORNER ROUTE.
FREE SAFETY (S/S)	2 YARDS OUTSIDE OT 10-12 YARDS DEEP	SKY OR CLOUD	SKY: COVER CURL/ FLAT CLOUD: COVER DEEP OUTSIDE 1/3	1. SKY: CURL/ FLAT 2. CLOUD: DRIVE TO OUTSIDE 1/3. 3. KEY #1'S RELEASE. IF OUTSIDE, WORK TO INSIDE SHOULDER AND COVER DEEP 1/3. 4. IF #1 RELEASES INSIDE, WORK TO OUTSIDE SHOULDER AND COVER DEEP 1/3. 5. IF #1 RUNS SHALLOW CROSS OR CHINA, LOOK FOR #2 TO RUN BOW OUT.
WEAK CORNER	HEAD UP ON #1 -7 YARDS DEEP	SKY OR CLOUD	SKY: DEEP OUTSIDE 1/3 CLOUD: CURL/ FLAT	1. SKY: COVER DEEP 1/3 2. CLOUD: JAM & DELAY #1'S VERTICAL RELEASE. READ THE PATTERN OF #2/#3. #2 OR #3 RUNS TO FLAT JUMP HIM. 2. IF #2 OR #3 DOES NOT GO TO THE FLAT, GET DEPTH AND SQUEEZE #1. 3. IF #2 RUNS THROUGH ZONE AND RUNS "TAKE OFF", COVER HIM.

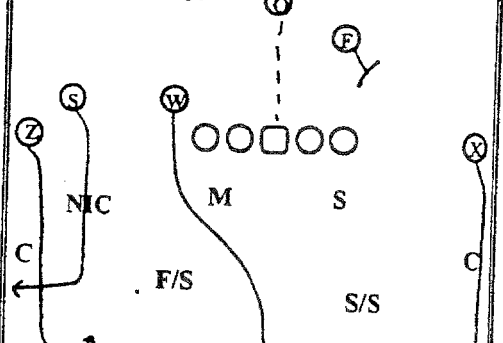
Q



4 WIDE REC.

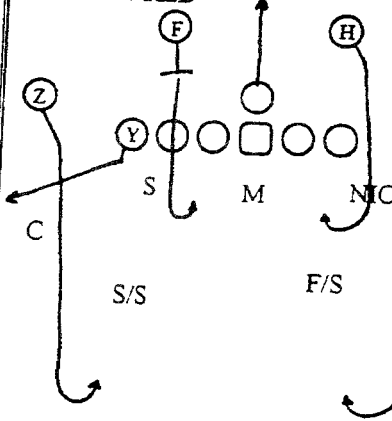


5 WIDE REC.

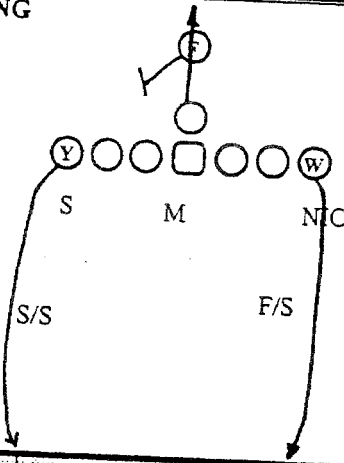


45 COVER 4 SKY/CLOUD

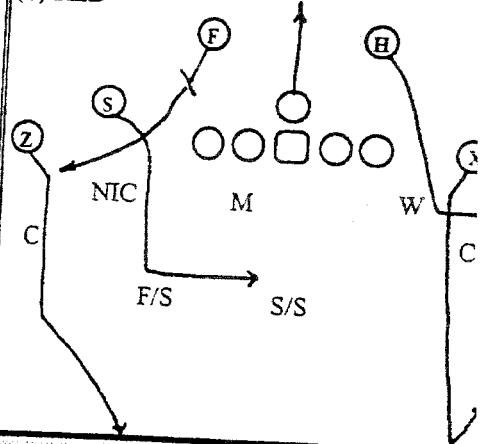
NORMAL RED



(H) WING

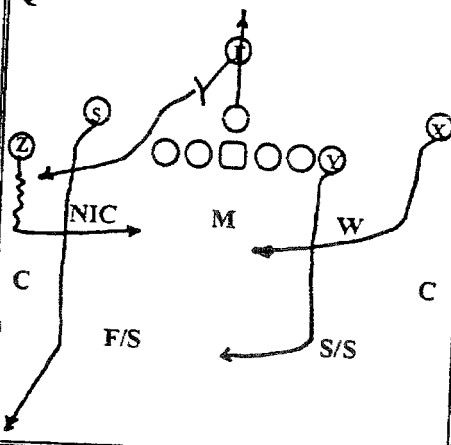


(S) RED

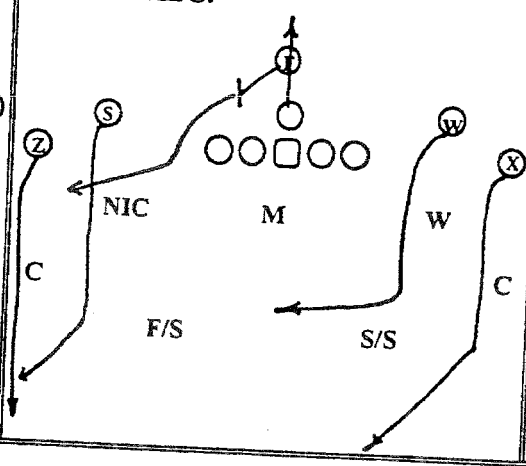


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
SAM (S/S AND W/S)	FRONT AND FORMATION: ALIGN AWAY FROM <u>NIC</u> .	BOX SKY/CLOUD OR BACKER	S/S: CURL / FLAT W/S: HOOK/ CIRCLE SEAM	1. S/S: COVER #2 OR #3 OUTSIDE TO CURL. HOLD DEPTH IN CURL, REACT TO FLAT ON THROW. 2. IF #2 OR #3 RUNS BOW OUT, COVER HIM. 3. IF #2 OR #3 RUN TAKE OFF THROUGH ZONE, COVER HIM. 4. ALERT TO PLAY CHINA PATTERN. 5. W/S: COVER HOOK OR CIRCLE SEAM.
MIKE	FRONT AND FORMATION	BOX SKY/CLOUD OR BACKER	S/S HOOK/ CIRCLE	1. BUZZ TO S/S HOOK/CIRCLE. 2. READ RELEASE OF #2 & #3. COVER THE INSIDE OF #2 & #3.
NIC (S/S AND W/S)	OPENSIDE OF FORMATION: VS. THREE RECEIVER <u>LOOK</u> . ALIGN TO STRONGSIDE	BOX SKY/CLOUD OR BACKER	S/S: CURL/FLAT W/S: CIRCLE	1. BUZZ CURL/FLAT. 2. READ RELEASE OF #2 & #3. COVER THE OUTSIDE OF #2 & #3. 3. IF #2 OR #3 RUNS BOW OUT COVER HIM. 4. IF #2 OR #3 RUN TAKE OFF THROUGH ZONE, COVER HIM. 5. ALERT TO PLAY CHINA PATTERN. 6. W/S: CIRCLE/SEAM.

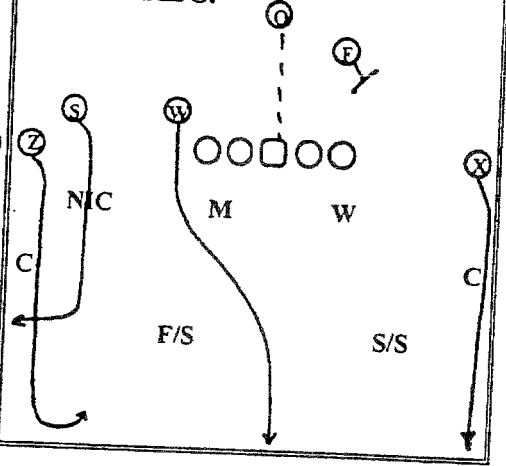
Q



4 WIDE REC.

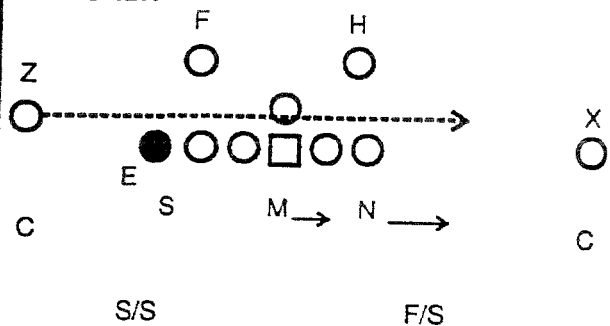


5 WIDE REC.



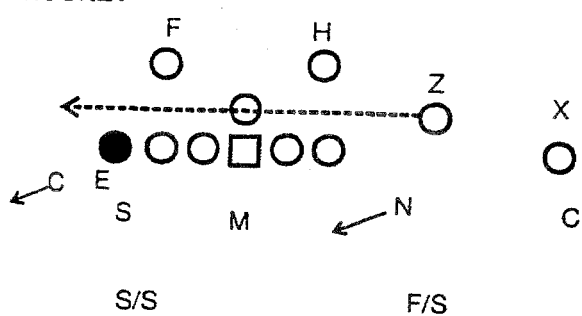
Nickel 45 vs Normal Personnel: COVER 4 INVERT/CLOUD/SKY

RED ORBIT



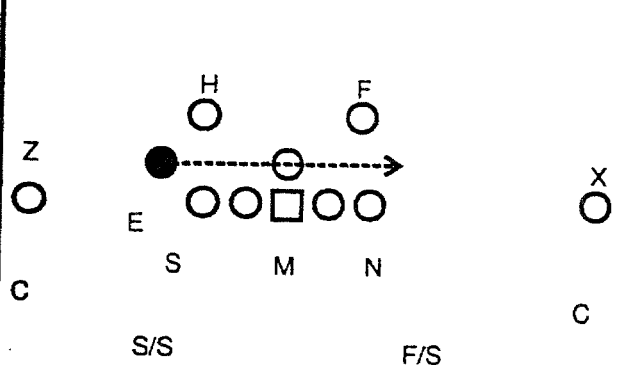
4 CLOUD to 3 INVERT

RED ROCKET



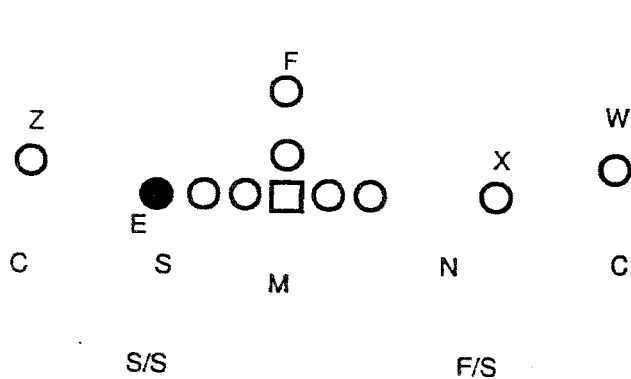
3 INVERT to 4 CLOUD

RED TEM



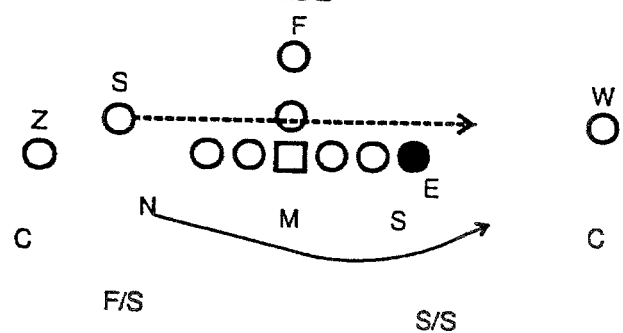
4 CLOUD to 4 CLOUD

WING WIDE



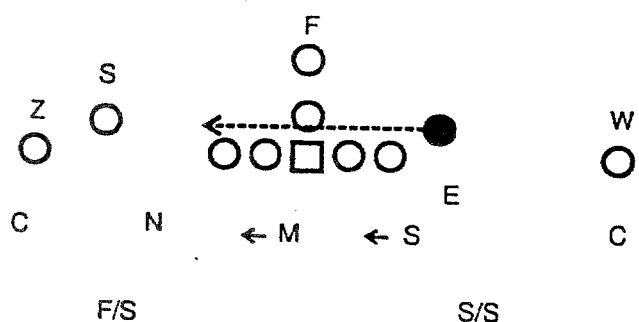
4 INVERT

ROCKET TO FLOOD WIDE



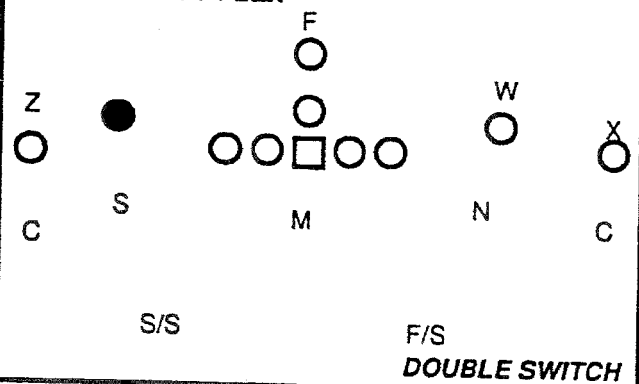
4 CLOUD to 3 INVERT

Y FLY-ORANGE FLOOD



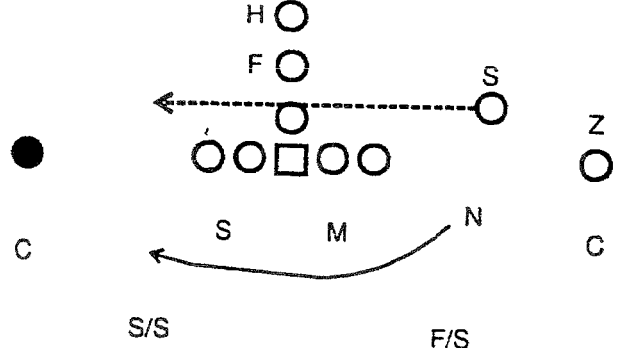
4 CLOUD to 3 INVERT

WING KRACK Y FLEX



DOUBLE SWITCH

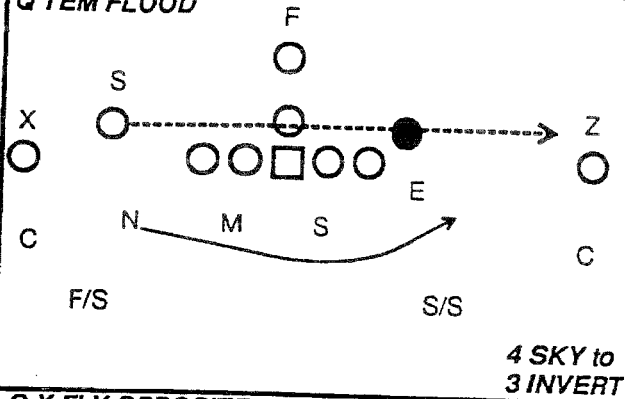
OPPOSITE Y FLEX



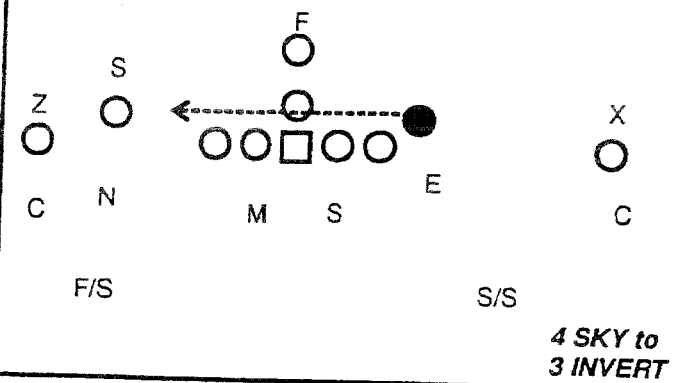
4 CLOUD to 4 CLOUD

Nickel 45 vs Q/S Personnel: COVER 4 SKY/CLOUD

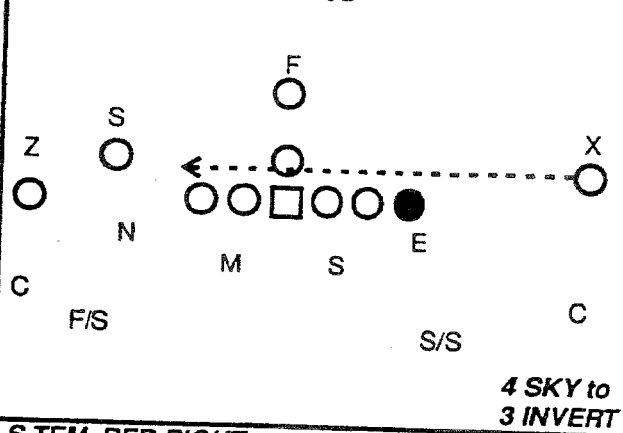
Q TEM FLOOD



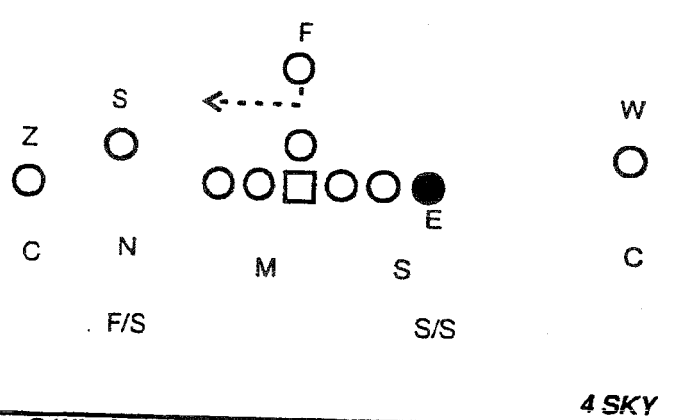
Q FLY FLOOD



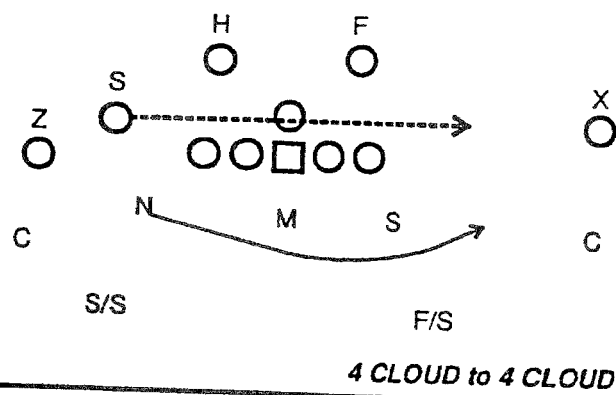
Q X FLY OPPOSITE FLOOD



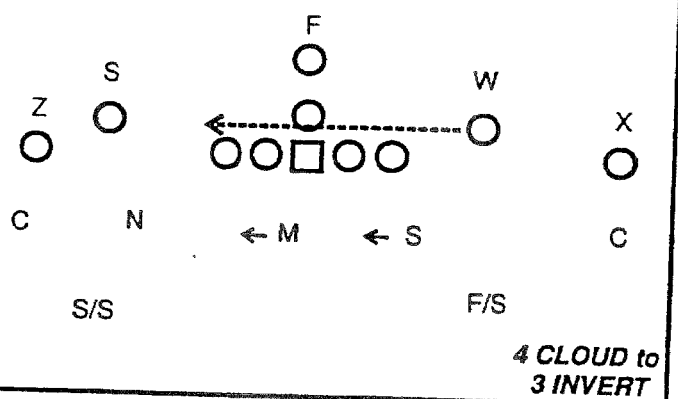
Q F FLY SPREAD



STEM RED RIGHT

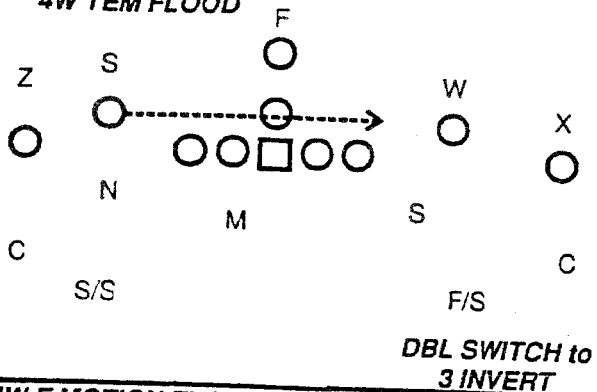


S WING

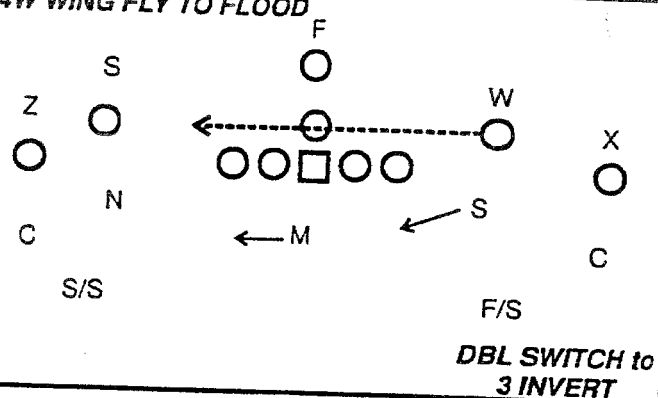


Nickel 45 vs 4WR's/5WR's: COVER 4 INVERT/CLOUD=DBL SWITCH

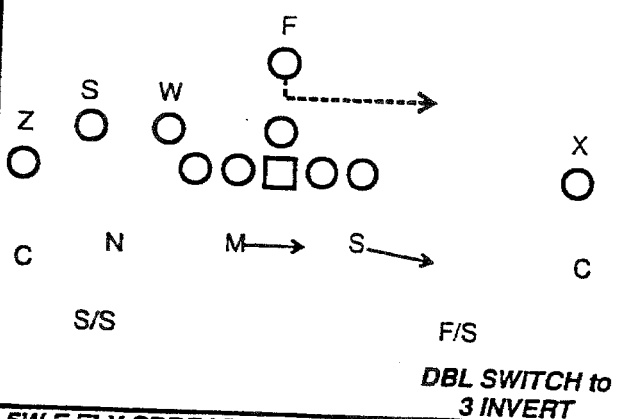
4W TEM FLOOD



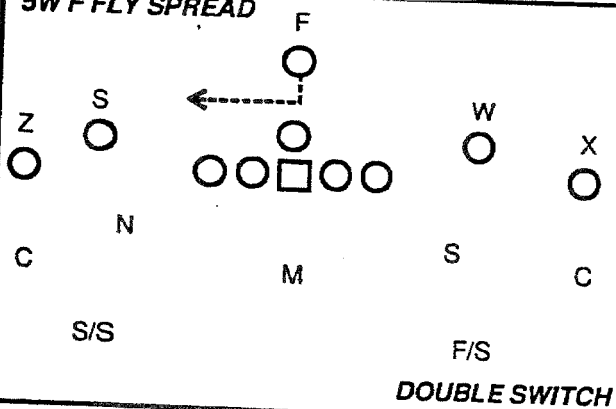
4W WING FLY TO FLOOD



4W F MOTION FLOOD SPREAD

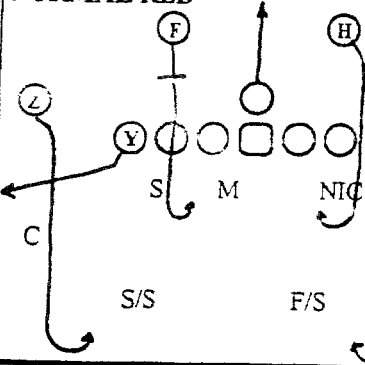


5W F FLY SPREAD

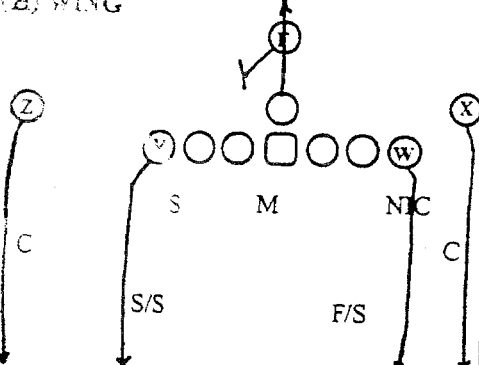


45 COVER 1 LURK

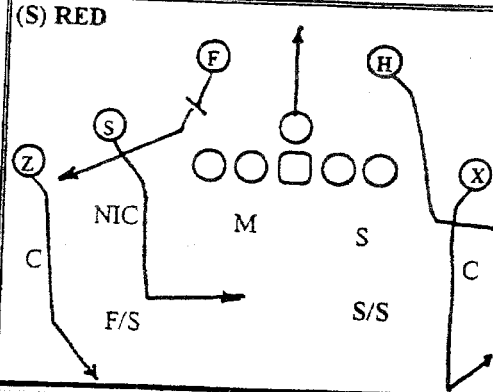
NORMAL RED



WING

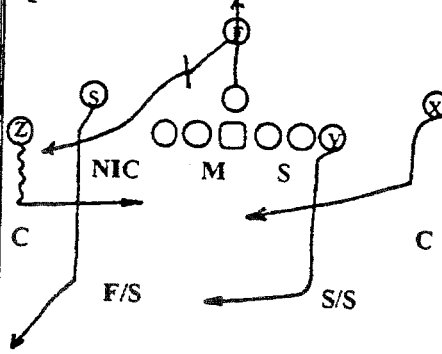


(S) RED

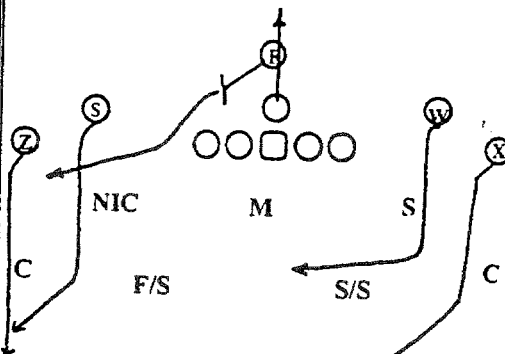


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	INSIDE #1 7 YARDS DEEP SPLIT RULE COULD <u>PRESS</u> INK/ORK	BOX	M/M #1	<ol style="list-style-type: none"> 1. M/M INSIDE TECHNIQUE (FOLLOW SPLIT RULE. 2. TOTAL CONCENTRATION ON RECEIVER 3. STAY IN BACK PEDDLE AS LONG AS POSSIBLE, KEEPING CUSHION. 4. YOU HAVE F/S HELP IN DEEP MIDDLE.
STRONG SAFETY (F/S)	OUTSIDE "Y" 10 YARDS DEEP SHOW DOUBLE SWITCH	BOX	M/M TE OR #2 CLOSED SIDE	<ol style="list-style-type: none"> 1. M/M TE OR #2 TO CLOSED SIDE. 2. VS. FLOOD COVER #2 OR TE BY GAME PLAN. 3. VS. "Q" FLOOD, COVER TE OR #3 4. TE MOVEMENT, STICK COVERAGE ON TE. 5. WING MOTION FROM FLOOD, SLIDE COVERAGE BACK TO TE.
FREE SAFETY (S/S)	2 YARDS OUTSIDE WEAK TACKLE. SHOW DOUBLE SWITCH	BOX	DEEP MIDDLE 1/3	<ol style="list-style-type: none"> 1. READ QB AND BALL - KEY #2 TO HELP READ PATTERN. 2. GET DEPTH - DO NOT JUMP INTERMEDIATE PASS ROUTES.
WEAK CORNER	INSIDE #1 7 YARDS DEEP SPLIT RULE COULD <u>PRESS</u> INK/ORK	BOX	M/M #1	<ol style="list-style-type: none"> 1. M/M INSIDE TECHNIQUE (FOLLOW SPLIT RULE. 2. TOTAL CONCENTRATION ON RECEIVER 3. STAY IN BACK PEDDLE AS LONG AS POSSIBLE, KEEPING CUSHION. 4. YOU HAVE F/S HELP IN DEEP MIDDLE.

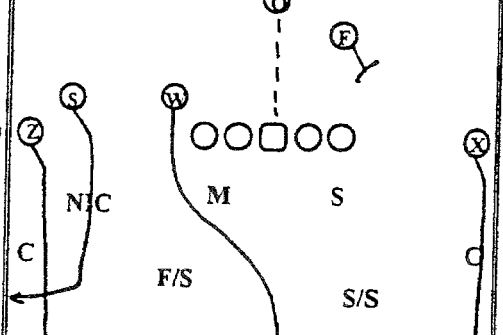
Q



4 WIDE REC.

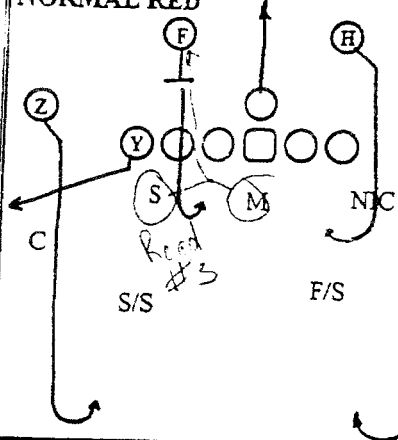


5 WIDE REC.

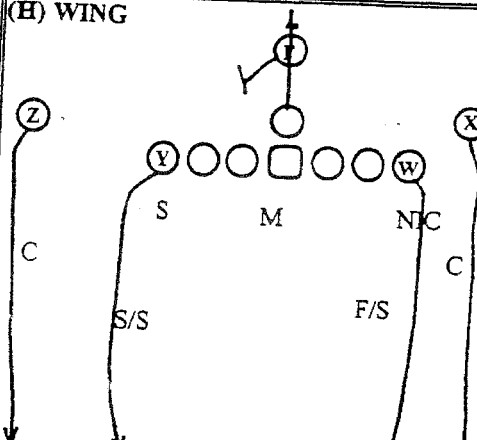


45 COVER 1 LURK

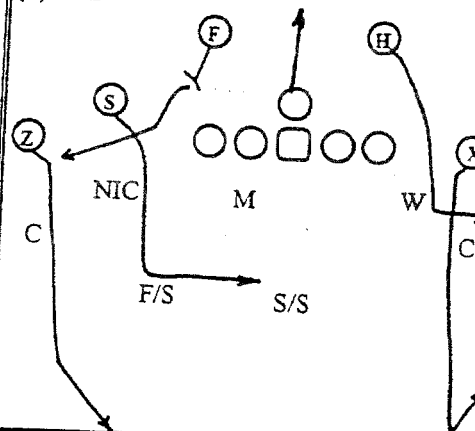
NORMAL RED



(H) WING

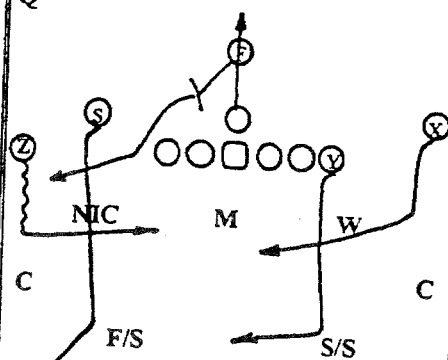


(S) RED

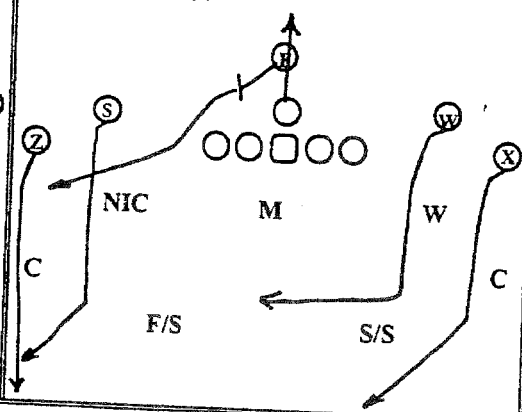


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
SAM (S/S AND W/S)	FRONT WILL DICTATE	BOX	COVER #3 S/S; #2 W/S.	<ol style="list-style-type: none"> 1. INTERCEPT ALL OUTSIDE CUTS OF CLOSED SIDE BACK. #3S/S OR #2 W/S. 2. #3 S/S, OR #2 WS GOES AWAY, YOU BECOME LURKER. 3. ONE BACK SETS: COVER REMAINING BACK OR LURK. READ RELEASE OF BACK. 4. SLIDE MOVEMENT OF #2 & #3 UNLESS 3 RECEIVER LOOK.
MIKE	FRONT AND FORMATION	BOX	M/M #3 WEAK. #3 STRONG, LURK.	<ol style="list-style-type: none"> 1. COVER #3 WEAK OR LURK 2. ONE BACK SETS: COVER REMAINING BACK OR LURK. READ RELEASE OF BACK. 3. SLIDE MOVEMENT OF #2 & #3 UNLESS 3 RECEIVER LOOK.
NIC (S/S AND W/S)	OPENSIDE OF FORMATION; VS THREE RECEIVER <u>LOOK</u> . ALIGN TO #2 STRONGSIDE	BOX OR BACKER	M/M #2/3 OPENSIDE. THREE RECEIVER LOOK, COVER #2 S/S	<ol style="list-style-type: none"> 1. INTERCEPT ALL OUTSIDE CUTS OF OPEN SIDE BACK #2 W/S OR #3 S/S. 2. THREE RECEIVER LOOK: COVER #2 S/S. 3. SLIDE MOVEMENT OF #2 & #3 UNLESS 3 RECEIVER LOOK.

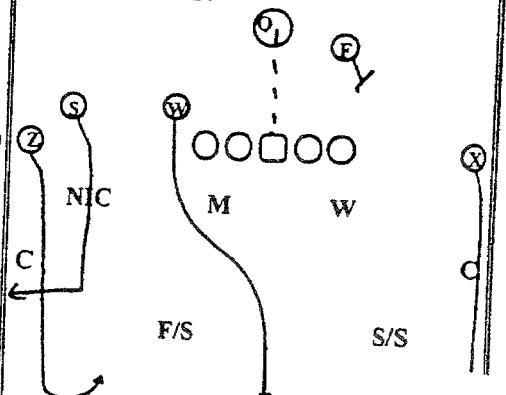
Q



4 WIDE REC.

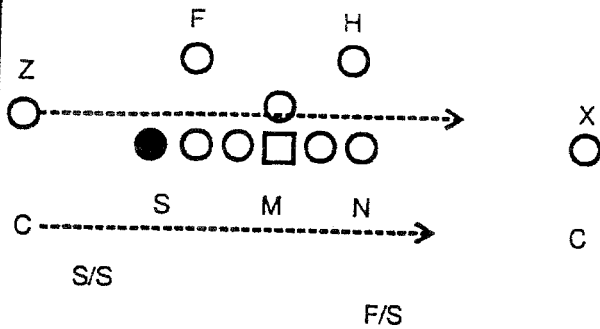


5 WIDE REC.



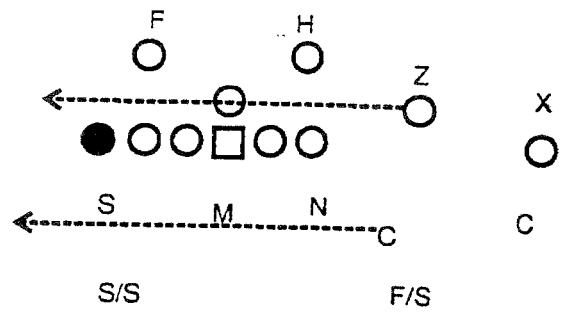
Nickel 45 vs Normal Personnel: COVER 1 Lurk

RED ORBIT



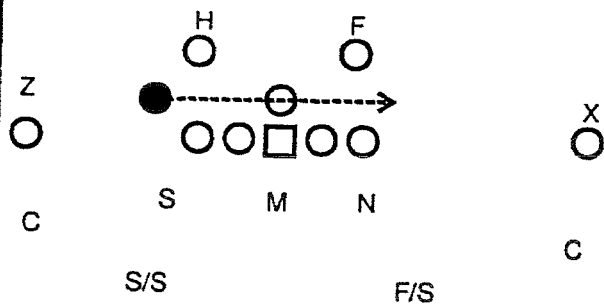
Corners Over

RED ROCKET



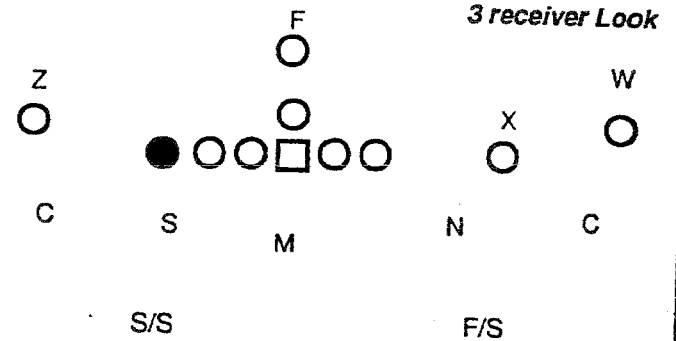
Corners Over

RED TEM

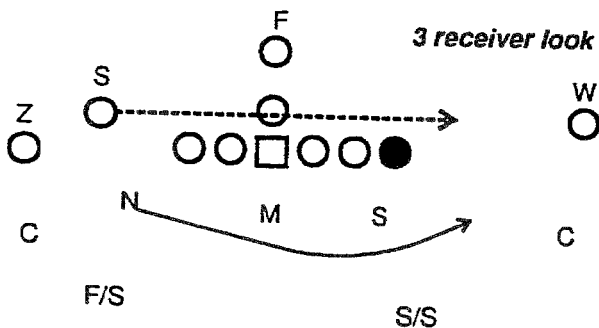


Safeties Adjust

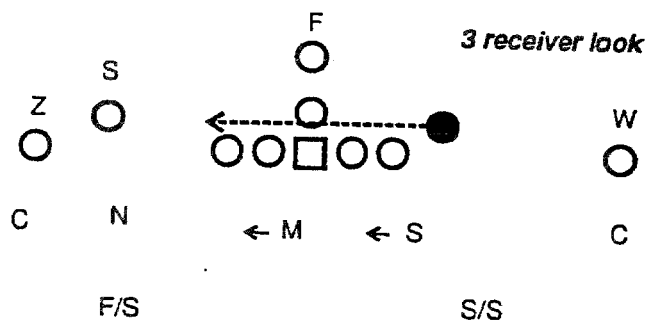
WING WIDE



ROCKET TO FLOOD WIDE

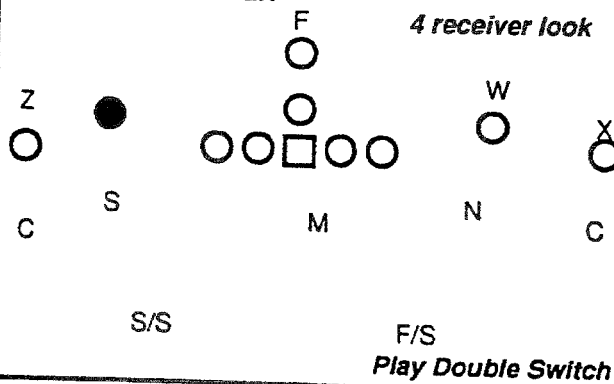


Y FLY-ORANGE FLOOD

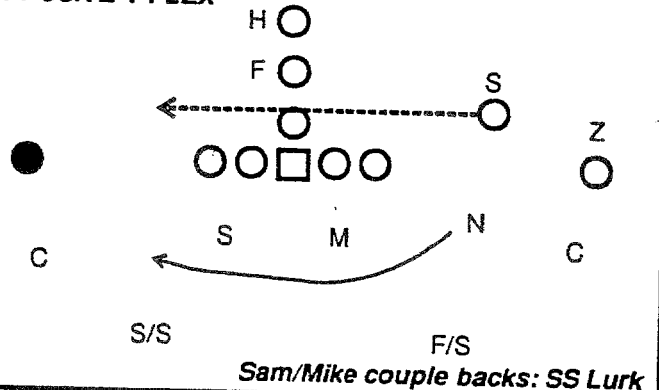


Safeties Adjust

WING KRACK Y FLEX

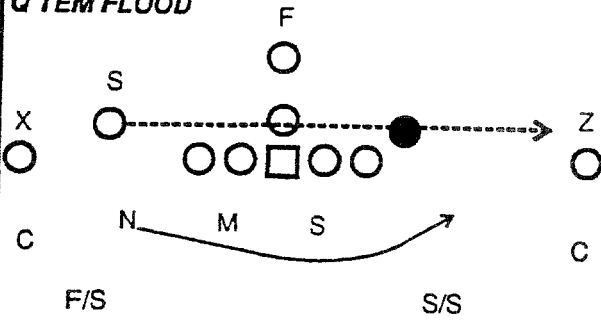


OPPOSITE Y FLEX

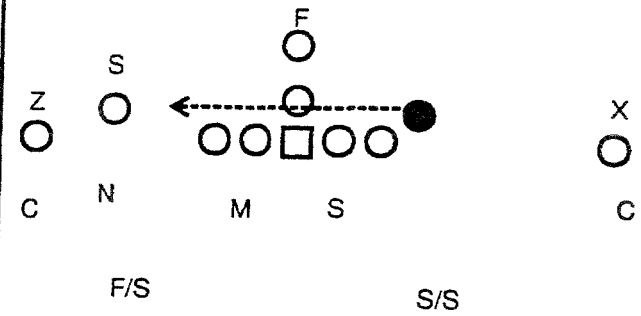


Nickel 45 vs Q/S Personnel: COVER 1 Lurk

Q TEM FLOOD

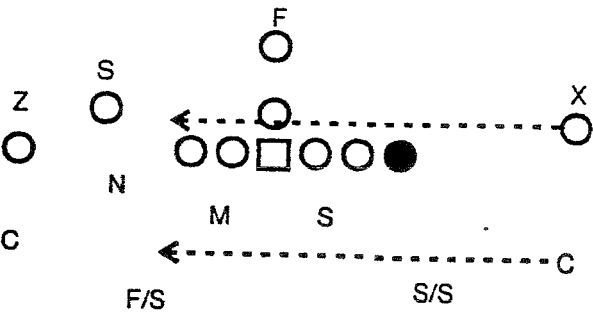


Q FLY FLOOD



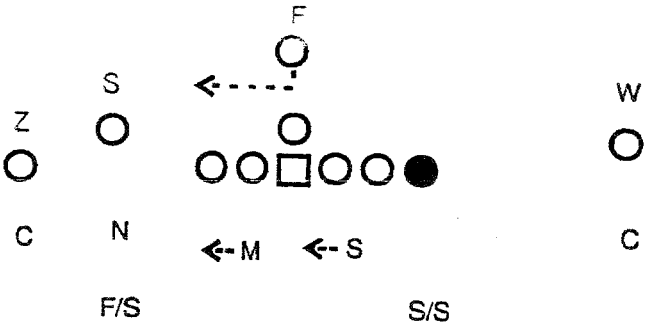
Safeties Adjust

Q X FLY OPPOSITE FLOOD

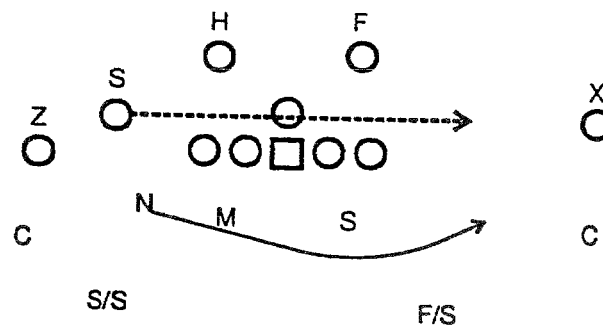


Corners Over

Q F FLY SPREAD

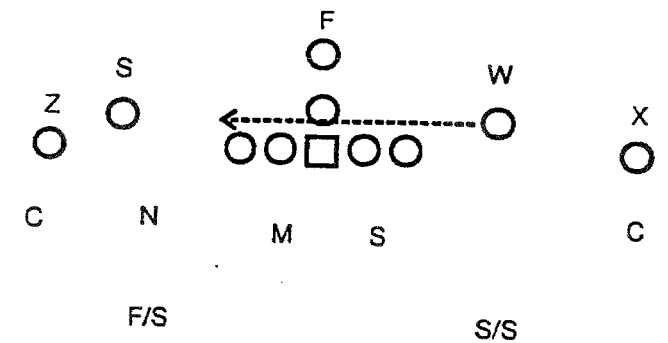


STEM RED RIGHT



M/S cover back: Safety Lurk

S WING

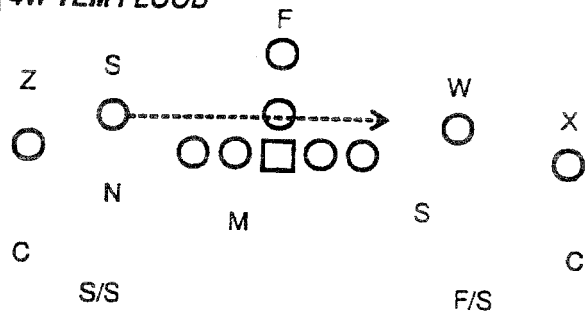


Safeties Adjust



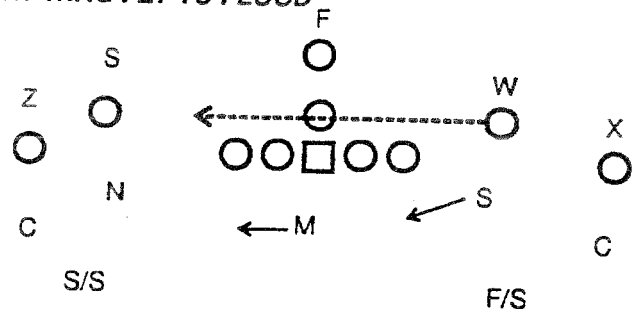
Nickel 45 vs 4WR's/5WR's: COVER 1 Lurk=Double Switch

4W TEM FLOOD



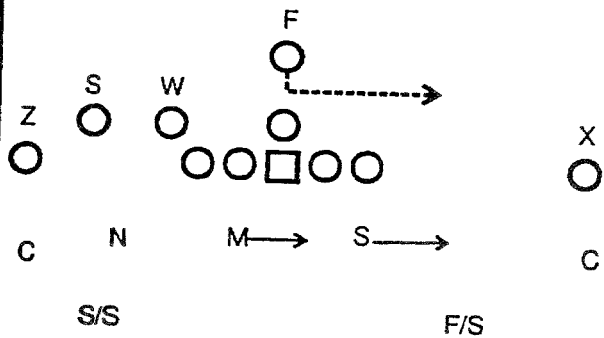
Double Switch to 3 Invert

4W WING FLY TO FLOOD



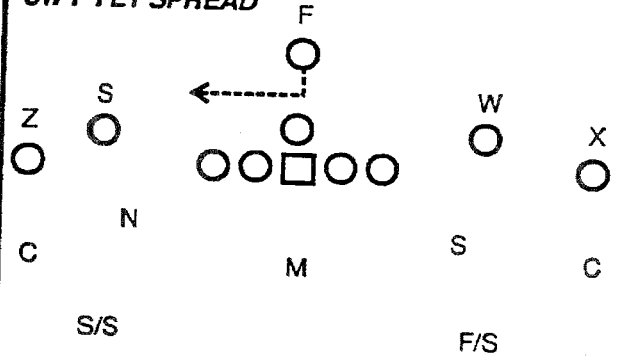
Double Switch to 3 Invert

4W F MOTION FLOOD SPREAD



Double Switch to 3 Invert

5W F FLY SPREAD

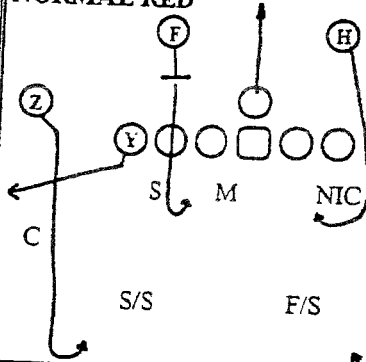


Double Switch

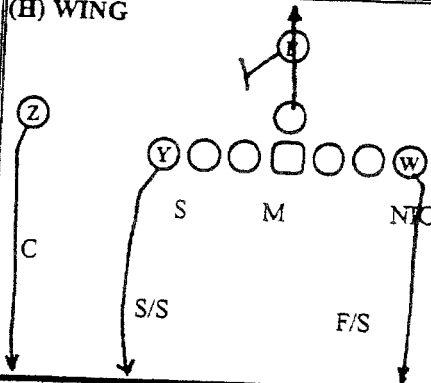


45 COVER 88

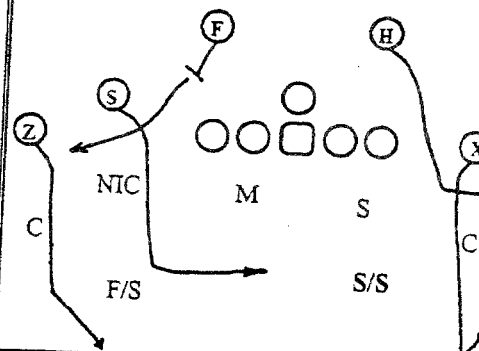
NORMAL RED



(H) WING

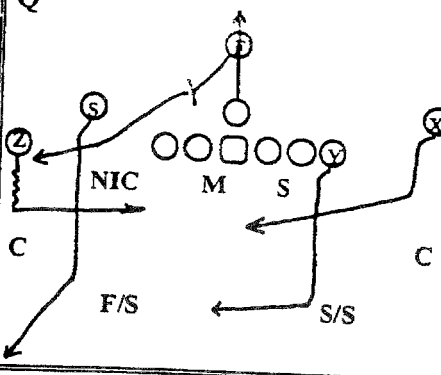


(S) RED

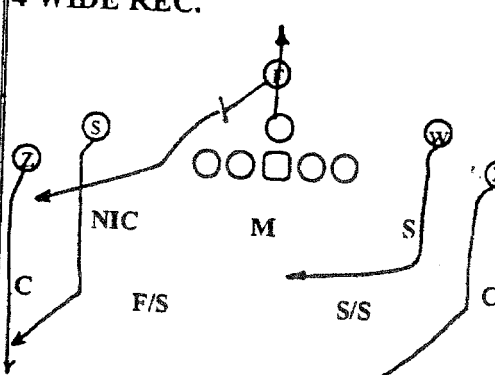


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	PRESS ALIGNMENT ON #1 (INK)	LATE SKY	INK TRAIL TECHNIQUE	<ol style="list-style-type: none"> 1. TRAIL M/M ON #1 2. RE-ROUTE AND GET INTO TRAIL POSITION. 3. KEEP TOTAL CONCENTRATION ON INSIDE HIP OF RECEIVER. 4. MAINTAIN INSIDE POSITION ON HIP THROUGHOUT ROUTE. 5. KNOW YOU HAVE DEEP HELP, MAINTAIN YOUR OUTSIDE FOOT ON RECEIVER'S INSIDE FOOT. YOU WILL HAVE A 1 YARD REVERSE CUSHION. 5. ALERT FOR A "BANJO" WITH BUCK OR DIME ON NEAR.
STRONG SAFETY (F/S)	3 YARDS INSIDE NUMBERS 10 YARDS DEEP	LATE SKY	DEEP HALF FIELD	<ol style="list-style-type: none"> 1. PLAY LIKE COVER 2. KNOW CORNERS, NIC, BUCK AND DIME ARE TRYING TO TAKE AWAY INSIDE CUTS. 2. SHOW DOUBLE SWITCH
FREE SAFETY (S/S)	3 YARDS INSIDE NUMBERS 10 YARDS DEEP	LATE SKY	DEEP HALF FIELD	<ol style="list-style-type: none"> 1. PLAY LIKE COVER 2. KNOW CORNERS, NIC, BUCK, AND DIME ARE TRYING TO TAKE AWAY INSIDE CUTS. 2. SHOW DOUBLE SWITCH
WEAK CORNER	PRESS ALIGNMENT ON #1 (INK)	LATE SKY	INK TRAIL TECHNIQUE	<ol style="list-style-type: none"> 1. TRAIL M/M ON #1 2. RE-ROUTE AND GET INTO TRAIL POSITION. 3. KEEP TOTAL CONCENTRATION ON INSIDE HIP OF RECEIVER. 4. MAINTAIN INSIDE POSITION ON HIP THROUGHOUT ROUTE. 5. KNOW YOU HAVE DEEP HELP, MAINTAIN YOUR OUTSIDE FOOT ON RECEIVER'S INSIDE FOOT. YOU WILL HAVE A 1 YARD REVERSE CUSHION. 5. ALERT FOR A "BANJO" WITH BUCK OR DIME ON NEAR.

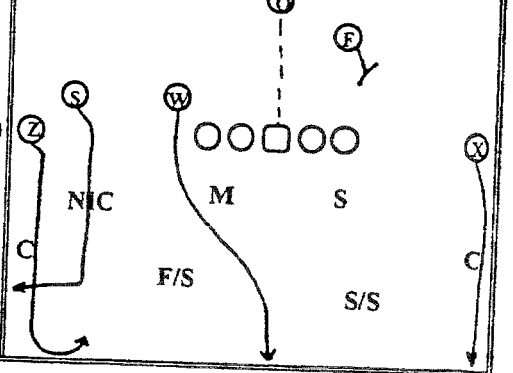
Q



4 WIDE REC.

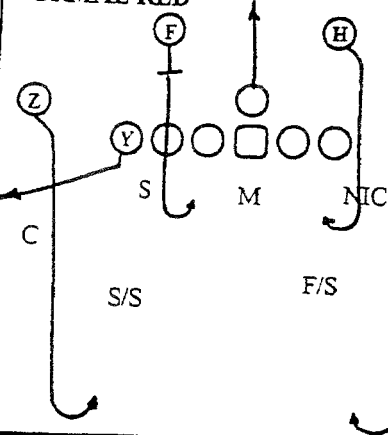


5 WIDE REC.

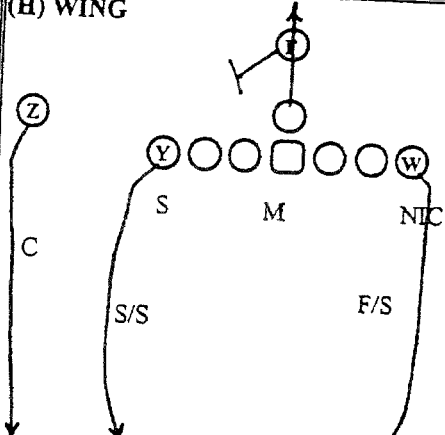


45 COVER 88

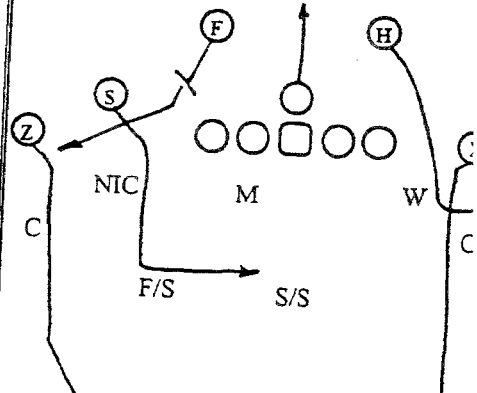
NORMAL RED



(H) WING

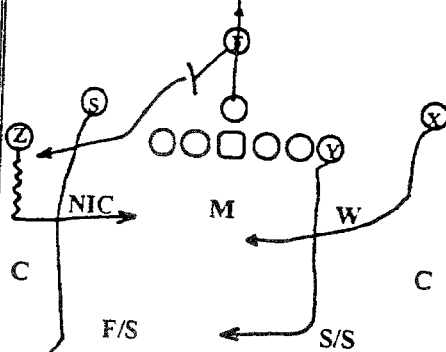


(S) RED

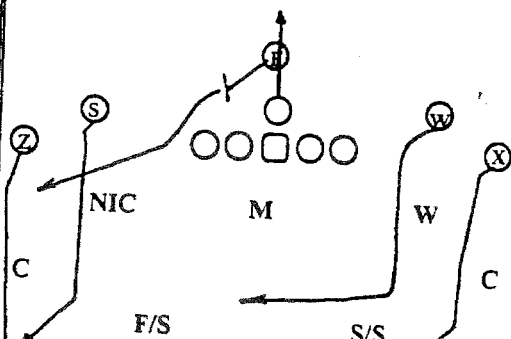


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
SAM (S/S AND W/S)	FRONT WILL DICTATE	LATE SAFETY	COVER #2S/S; #1 W/S.	<ol style="list-style-type: none"> 1. JAM AND TRAIL INSIDE OUT ON #2 2. WITH OFF SET BACK ALERT TO BANJO WITH MIKE. 3. "FIRE" PASS TE TO WIL, COUPLE THE BACKS WITH NIC. 4. #2 BLOCKS. ENGAGE HIM. 5. "FRANK" STICK #2 6. TE OR BACK MOVEMENT, PASS OVER TO OTHER LBS. MOVEMENT TO YOU COVER NEW #2.
MIKE	FRONT AND FORMATION	LATE SAFETY	M/M #3	<ol style="list-style-type: none"> 1. JAM AND TRAIL INSIDE OUT ON #3. 2. WITH OFFSET BACK ALERT TO BANJO WITH SAM. 3. "FIRE" PASS TE TO NIC, COUPLE THE BACKS WITH SAM. 4. IF #3 BLOCKS ENGAGE HIM. 5. "FRANK" COUPLE BACKS WITH NIC. 6. MOVEMENT OF BACKS OR TE, PASS TO OTHER LB.
NIC (S/S AND W/S)	OPENSIDE OF FORMATION; VS THREE RECEIVER <u>LOOK.</u> ALIGN TO #2 STRONGSIDE	LATE SAFETY	M/M #2/3 OPENSIDE. THREE RECEIVER LOOK, COVER #2 S/S	<ol style="list-style-type: none"> 1. JAM AND TRAIL INSIDE OUT #2 OR #3 OPEN SIDE. 2. VS. THREE RECEIVER LOOK: JAM AND TRAIL INSIDE OUT ON #2 S/S. 3. USE HALF COVERAGE.

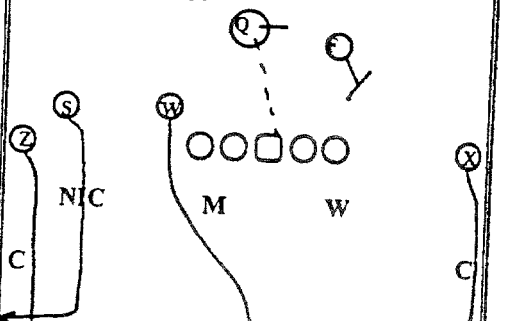
Q



4 WIDE REC.

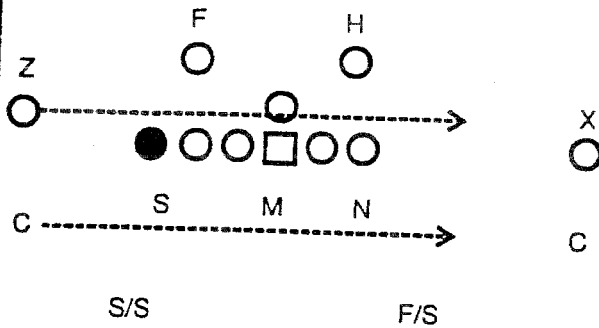


5 WIDE REC.

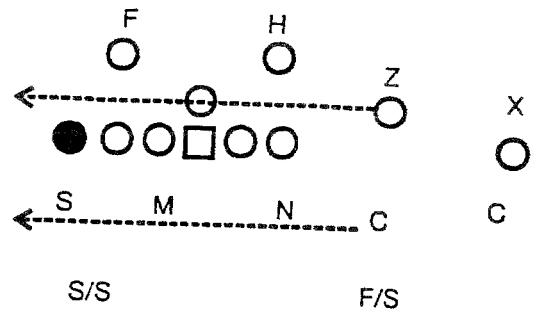


Nickel 45 vs Normal Personnel: COVER 88

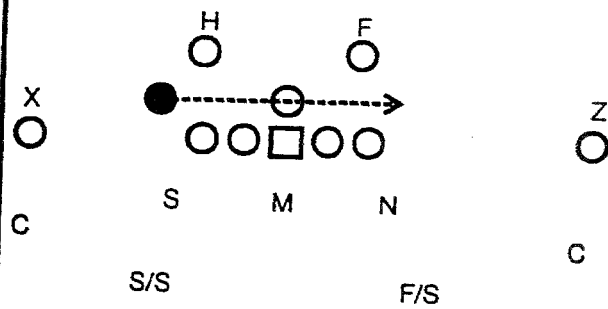
RED ORBIT



RED ROCKET

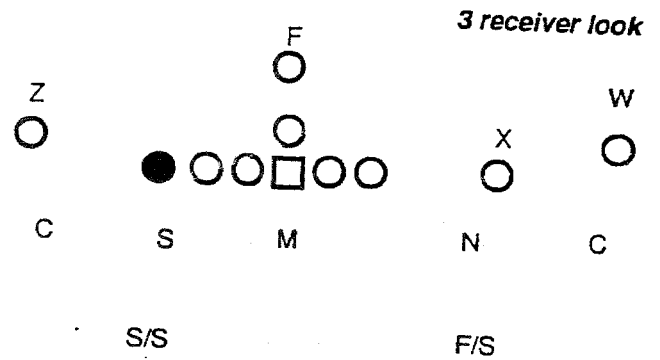


RED TEM

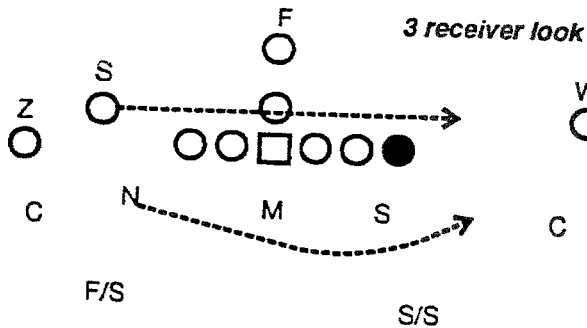


Pass Tem

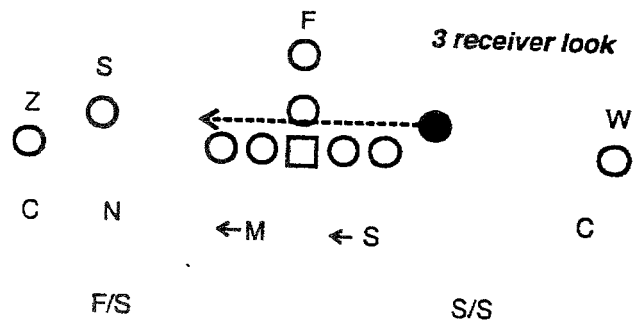
WING WIDE



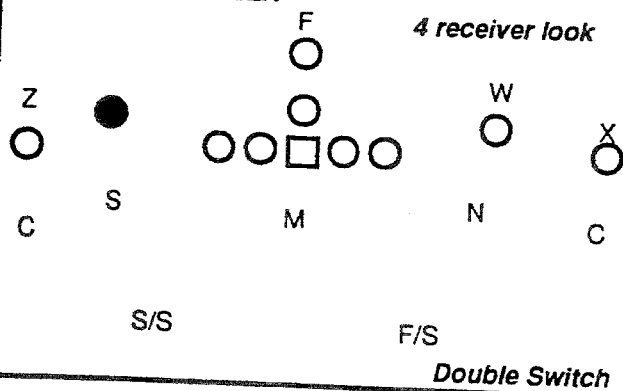
ROCKET TO FLOOD WIDE



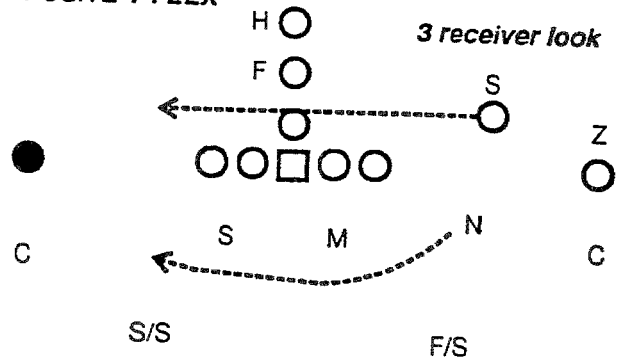
Y FLY-ORANGE FLOOD



WING KRACK Y FLEX

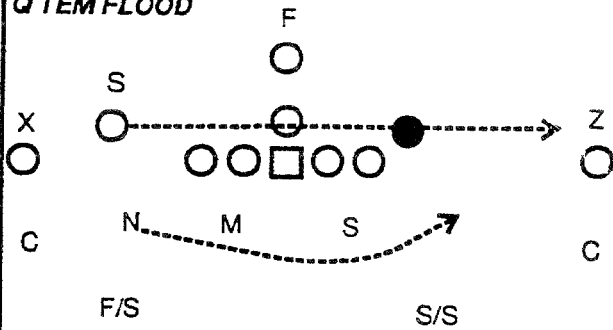


OPPOSITE Y FLEX

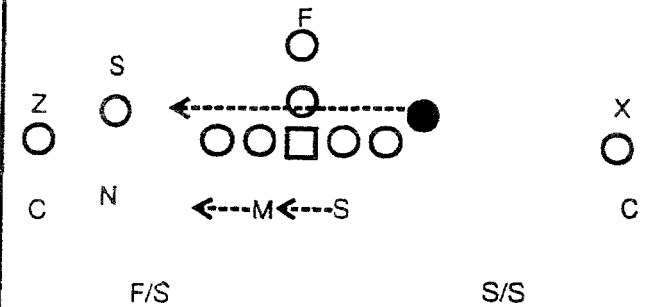


Nickel 45 vs Q/S Personnel: COVER 88

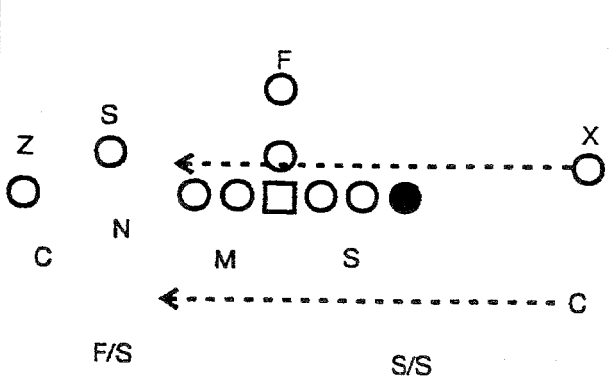
Q TEM FLOOD



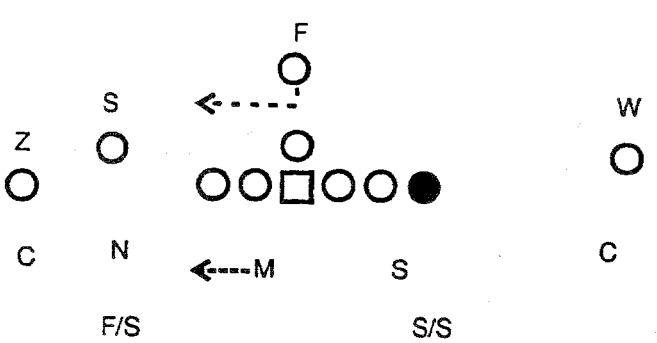
Q FLY FLOOD



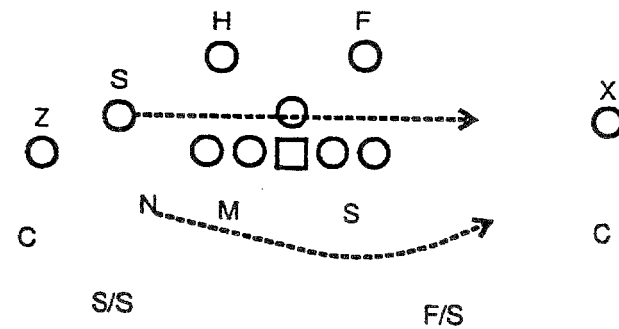
Q X FLY OPPOSITE FLOOD



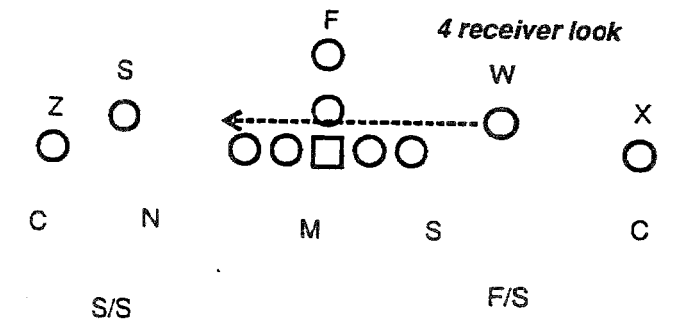
Q F FLY SPREAD



S TEM RED RIGHT



S WING

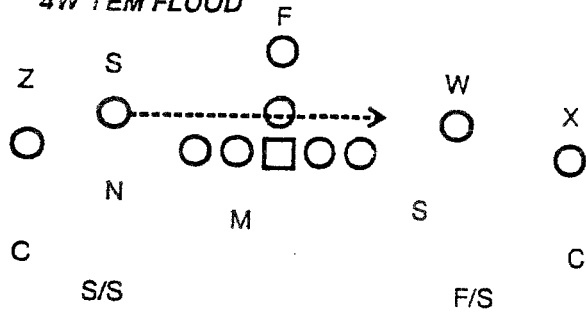


Double Switch to 3 Invert



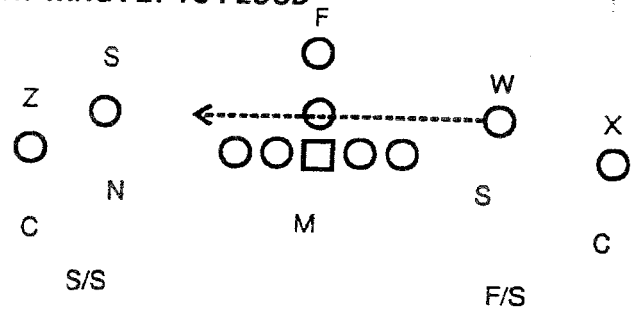
Nickel 45 vs 4WR's/5WR's: COVER 88=Double Switch

4W TEM FLOOD



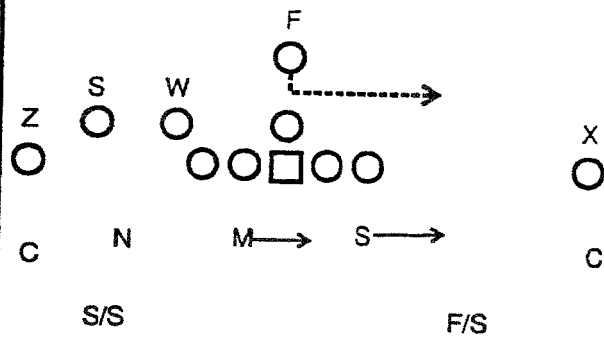
Double Switch to 3 Invert

4W WING FLY TO FLOOD



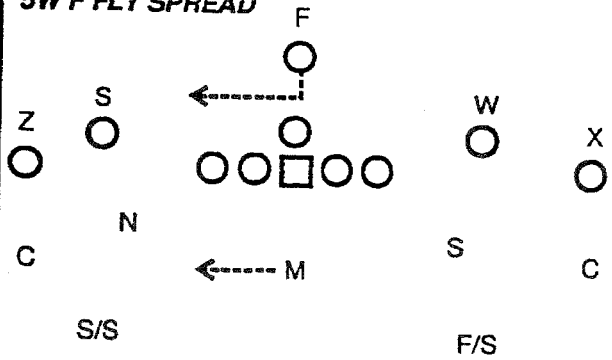
Double Switch to 3 Invert

4W F MOTION FLOOD SPREAD

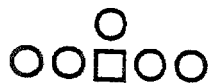


3 Invert

5W F FLY SPREAD

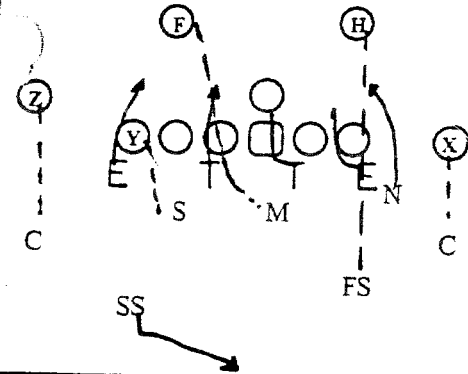


Double Switch

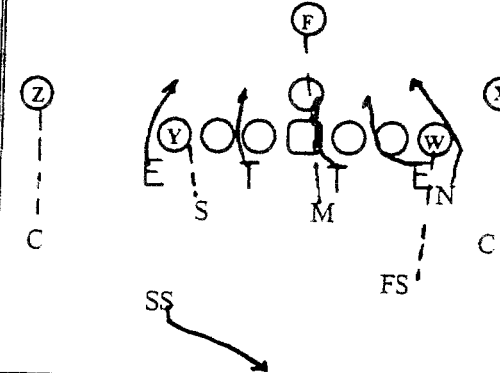


45 NIC COVER 1 BLITZ

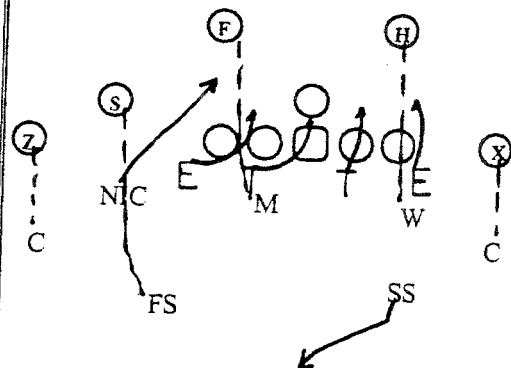
NORMAL RED



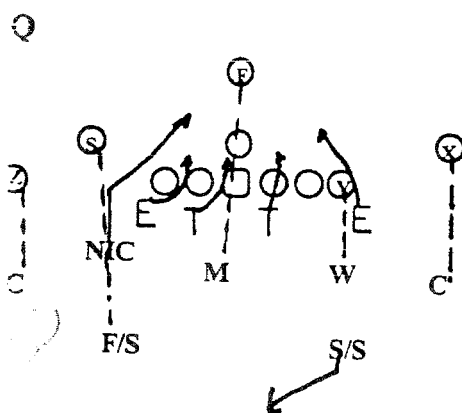
(H) WING



(S) RED

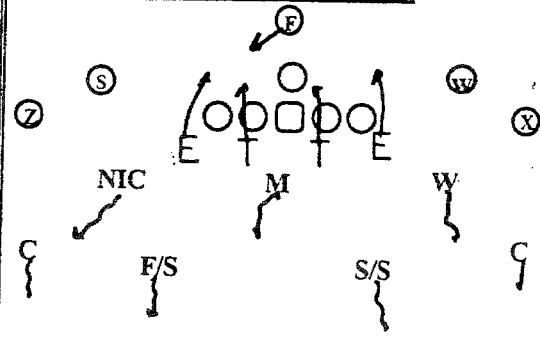


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	INSIDE #1 7 YARDS DEEP SPLIT RULE COULD <u>PRESS</u> INK/ORK	BOX	M/M #1	1. M/M INSIDE TECHNIQUE (FOLLOW SPLIT RULE. 2. TOTAL CONCENTRATION ON RECEIVER 3. STAY IN BACK PEDDLE AS LONG AS POSSIBLE, KEEPING CUSHION. 4. YOU HAVE F/S HELP IN DEEP MIDDLE.
STRONG SAFETY	OUTSIDE "Y" 10 YARDS DEEP SHOW DOUBLE SWITCH	BOX	COVER "NIC'S" COVERAGE OR DEEP MIDDLE 1/3	1. COVER #2 / #3 TO "NIC'S" SIDE. 2. TEM OR ORBIT, PASS COVERAGE TO OTHER SAFETY AND COVER DEEP MIDDLE 1/3.
FREE SAFETY	2 YARDS OUTSIDE WEAK TACKLE. SHOW DOUBLE SWITCH	BOX	COVER "NIC'S" COVERAGE OR DEEP MIDDLE 1/3	1. COVER #2 / #3 TO "NIC'S" SIDE. 2. TEM OR ORBIT, PASS COVERAGE TO OTHER SAFETY AND COVER DEEP MIDDLE 1/3.
WEAK CORNER	INSIDE #1 7 YARDS DEEP SPLIT RULE COULD <u>PRESS</u> INK/ORK	BOX	M/M #1	1. M/M INSIDE TECHNIQUE (FOLLOW SPLIT RULE. 2. TOTAL CONCENTRATION ON RECEIVER 3. STAY IN BACK PEDDLE AS LONG AS POSSIBLE, KEEPING CUSHION. 4. YOU HAVE F/S HELP IN DEEP MIDDLE.



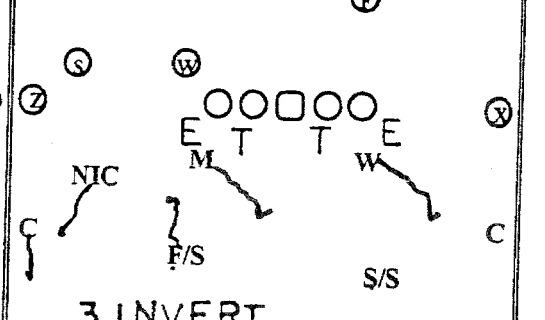
4 WIDE REC.

CHECK DOUBLE SWITCH



5 WIDE REC.

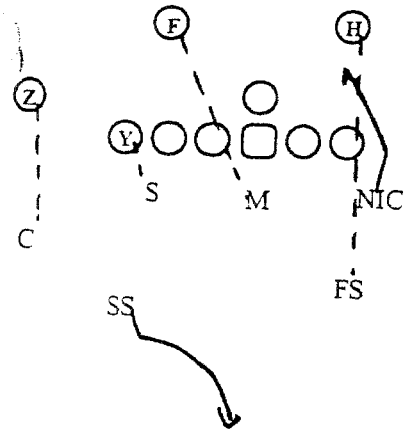
CHECK DOUBLE SWITCH



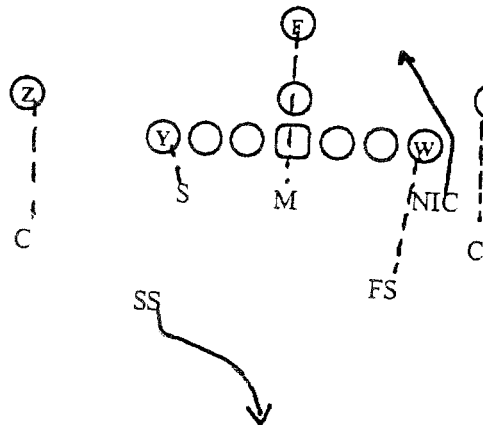
3 INVERT

45 NIC COVER 1 BLITZ

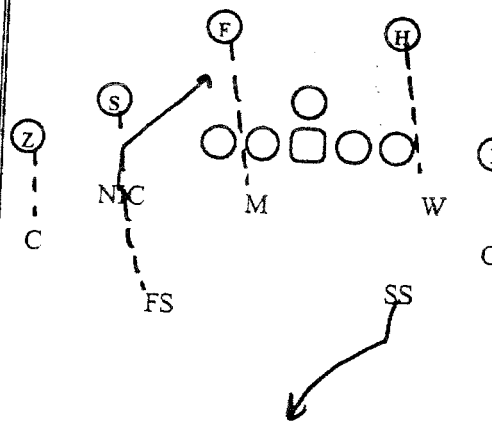
NORMAL RED



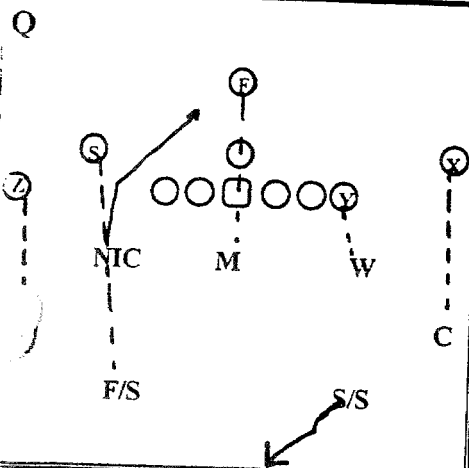
(H) WING



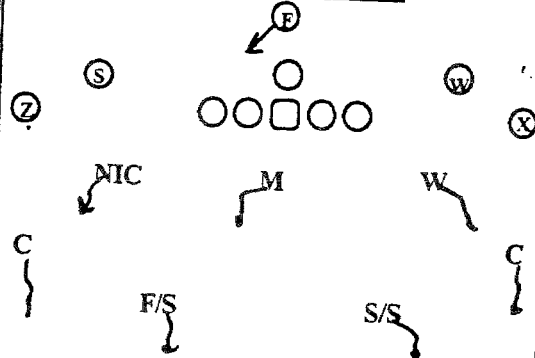
(S) RED



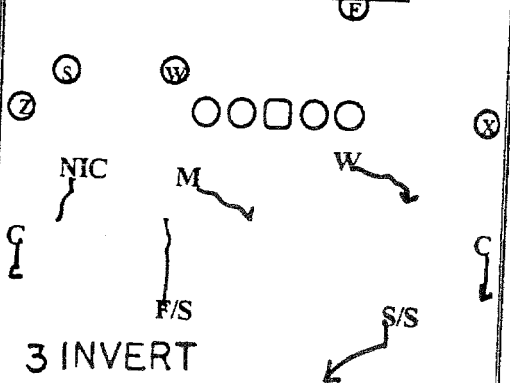
POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
NIC (S/S AND W/S)	OPENSIDE OF FORMATION; VS THREE RECEIVER <u>LOOK</u> , ALIGN TO #2 STRONGSIDE	BOX	FREE BLITZ OUTSIDE DE	1. BLITZ OUTSIDE DE TO YOUR SIDE.
MIKE	ON #3, MOVEMENT TO SPREAD, ON #3.	BOX	COVER TE OR S/S BACK M/M.	1. LINEBACKERS COVER TE AND S/S BACK. 2. NO TE, COVER 2 BACKS 3. 4 OR 5 WR. CHECK DOUBLE SWITCH.
SAM (WIL) (S/S AND W/S)	ON #2 AWAY FROM NIC	BOX	COVER TE OR S/S BACK M/M.	1. LINEBACKERS COVER TE AND S/S BACK. 2. NO TE, COVER 2 BACKS 3. 4 OR 5 WR. CHECK DOUBLE SWITCH.



4 WIDE REC.
CHECK DOUBLE SWITCH



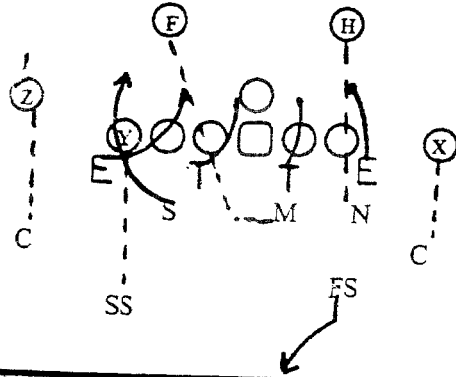
5 WIDE REC.
CHECK DOUBLE SWITCH



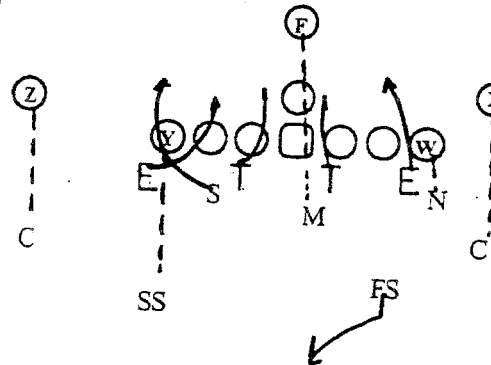
3 INVERT

45 SAM (WIL) COVER 1 BLITZ

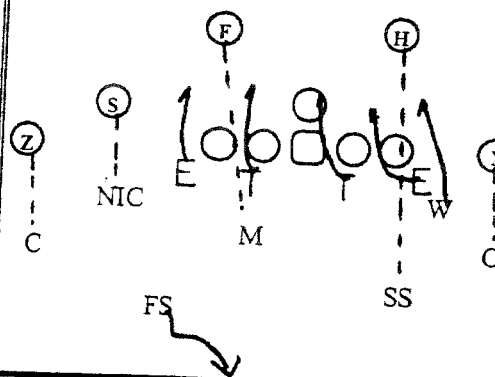
NORMAL RED



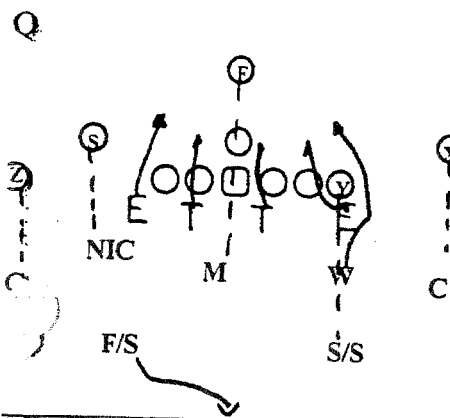
(H) WING



(S) RED

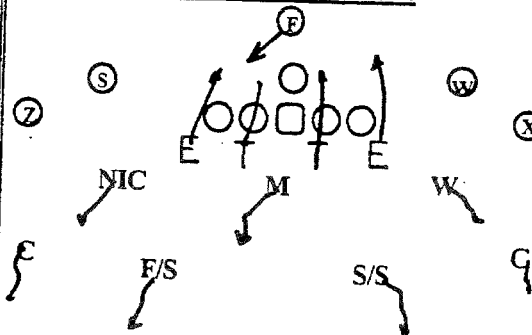


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	INSIDE #1 7 YARDS DEEP SPLIT RULE COULD <u>PRESS</u> INK/ORK	BOX	M/M #1	<ol style="list-style-type: none"> 1. M/M INSIDE TECHNIQUE (FOLLOW SPLIT RULE.) 2. TOTAL CONCENTRATION ON RECEIVER 3. STAY IN BACK PEDDLE AS LONG AS POSSIBLE, KEEPING CUSHION. 4. YOU HAVE F/S HELP IN DEEP MIDDLE.
STRONG SAFETY	OUTSIDE "Y" 10 YARDS DEEP SHOW DOUBLE SWITCH	BOX	COVER "SAM(WIL'S) COVERAGE OR DEEP MIDDLE 1/3	<ol style="list-style-type: none"> 1. COVER #2 / #3 TO "SAM(WIL) SIDE. 2. TEM OR ORBIT, PASS COVERAGE TO OTHER SAFETY AND COVER DEEP MIDDLE 1/3.
FREE SAFETY	2 YARDS OUTSIDE WEAK TACKLE. SHOW DOUBLE SWITCH	BOX	COVER "SAM(WIL'S) COVERAGE OR DEEP MIDDLE 1/3	<ol style="list-style-type: none"> 1. COVER #2 / #3 TO "SAM(WIL) SIDE. 2. TEM OR ORBIT, PASS COVERAGE TO OTHER SAFETY AND COVER DEEP MIDDLE 1/3.
WEAK CORNER	INSIDE #1 7 YARDS DEEP SPLIT RULE COULD <u>PRESS</u> INK/ORK	BOX	M/M #1	<ol style="list-style-type: none"> 1. M/M INSIDE TECHNIQUE (FOLLOW SPLIT RULE.) 2. TOTAL CONCENTRATION ON RECEIVER 3. STAY IN BACK PEDDLE AS LONG AS POSSIBLE, KEEPING CUSHION. 4. YOU HAVE F/S HELP IN DEEP MIDDLE.



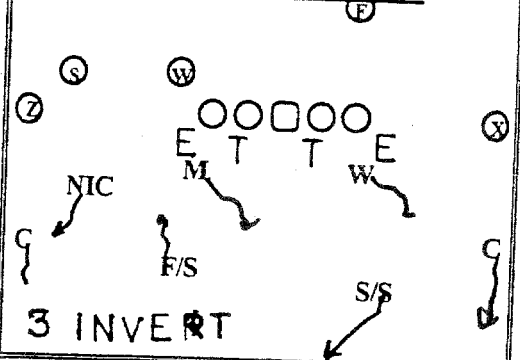
4 WIDE REC.

CHECK DOUBLE SWITCH



5 WIDE REC.

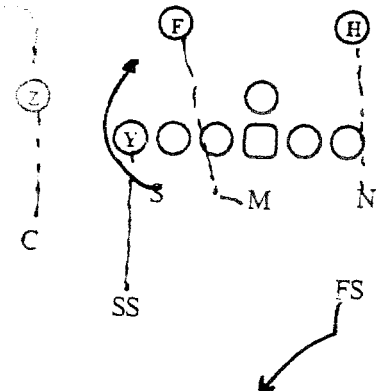
CHECK DOUBLE SWITCH



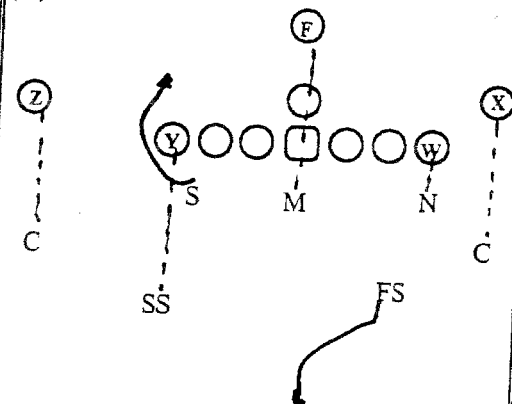
3 INVERT

45 SAM (WIL) COVER 1 BLITZ

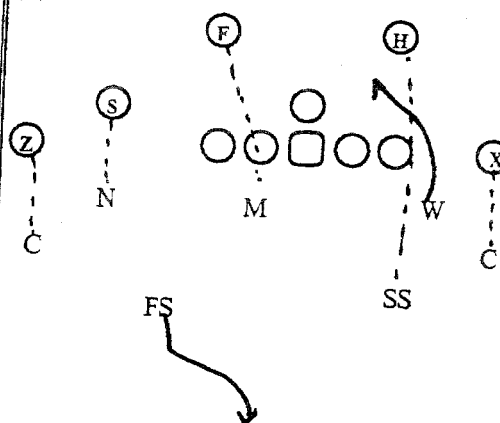
NORMAL RED



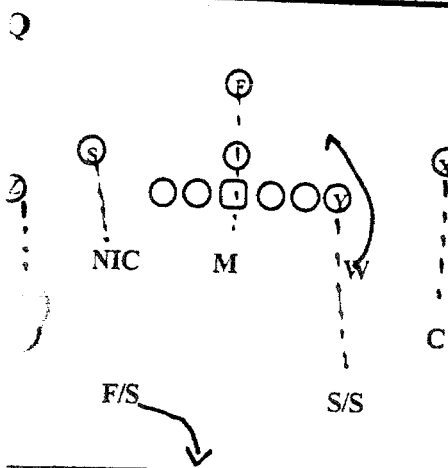
(H) WING



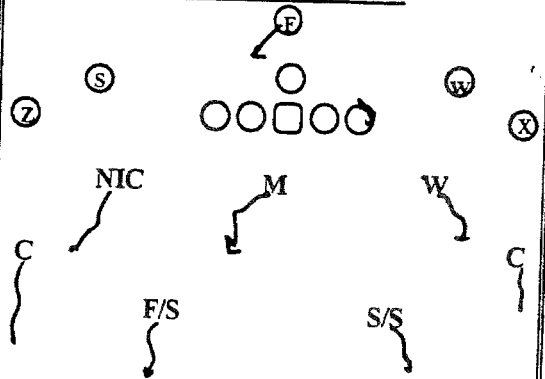
(S) RED



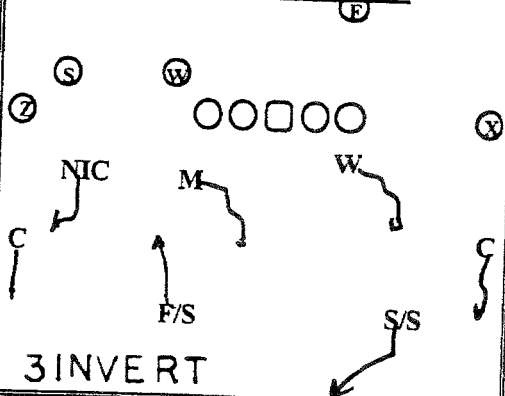
POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
NIC (S/S AND W/S)	OPENSIDE OF FORMATION; VS THREE RECEIVER <u>LOOK</u> , ALIGN TO #2 STRONGSIDE	BOX	COVER #2 / #3 TO OPENSIDE 3 RECEIVER <u>LOOK</u> COVER #2 STRONG SIDE	1. COVER #2 / #3 TO OPENSIDE 2. VS WING NO POST, NIC COVER WING 3. VS 3 RECEIVER LOOK, COVER #2 TO STRONG SIDE
MIKE	ON #3, MOVEMENT TO SPREAD, ON #3.	BOX	COVER TE OR S/S BACK M/M.	1. LINEBACKERS & SAFETY COVER TE AND S/S BACK. 2. NO TE, COVER 2 BACKS 3. 4 OR 5 WR. CHECK DOUBLE SWITCH.
SAM (WIL) (S/S AND W/S)	ON #2 AWAY FROM NIC	BOX	FREE BLITZ CALLED BLITZ PATH	1. FREE BLITZ CALLED BLITZ PATH. SAM FULLBACK - WIL GAP CRASH



4 WIDE REC.
CHECK DOUBLE SWITCH

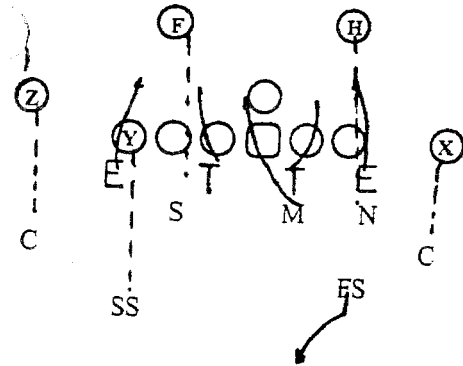


5 WIDE REC.
CHECK DOUBLE SWITCH

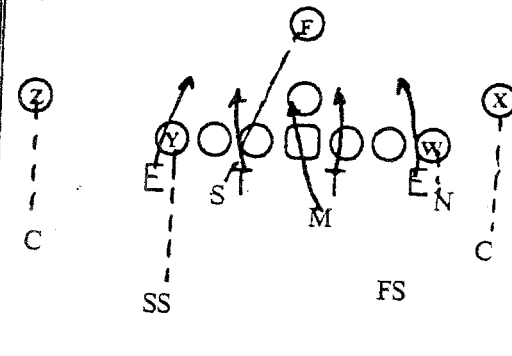


45 MIKE COVER 1 BLITZ

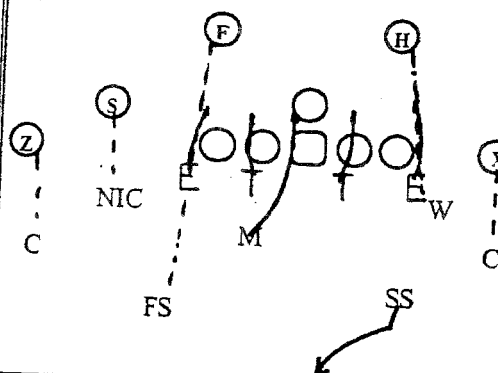
NORMAL RED



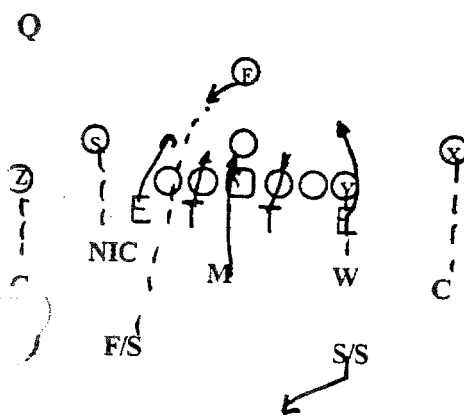
(H) WING



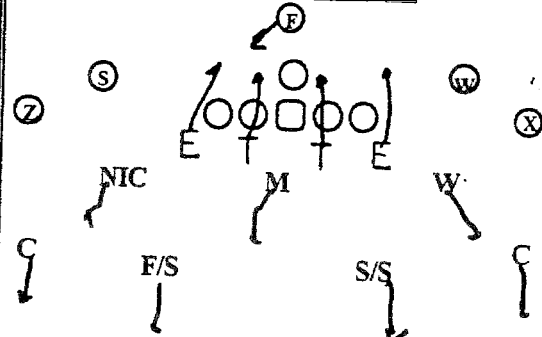
(S) RED



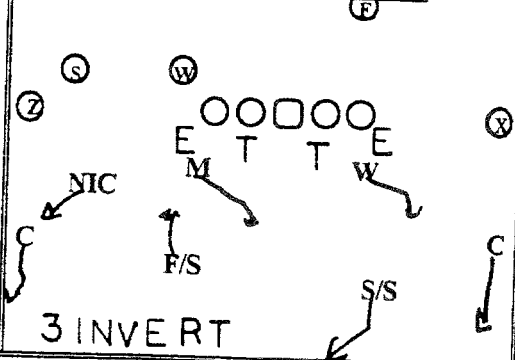
POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	INSIDE #1 7 YARDS DEEP SPLIT RULE COULD <u>PRESS</u> INK/ORK	BOX	M/M #1	<ol style="list-style-type: none"> 1. M/M INSIDE TECHNIQUE (FOLLOW SPLIT RULE.) 2. TOTAL CONCENTRATION ON RECEIVER 3. STAY IN BACK PEDDLE AS LONG AS POSSIBLE, KEEPING CUSHION. 4. YOU HAVE F/S HELP IN DEEP MIDDLE.
STRONG SAFETY	OUTSIDE "Y" 10 YARDS DEEP SHOW DOUBLE SWITCH	BOX	COVER "MIKES" COVERAGE OR DEEP MIDDLE 1/3	<ol style="list-style-type: none"> 1. COVER #2 / #3 TO "MIKE'S" SIDE. 2. TEM OR ORBIT, PASS COVERAGE TO OTHER SAFETY AND COVER DEEP MIDDLE 1/3.
FREE SAFETY	2 YARDS OUTSIDE WEAK TACKLE. SHOW DOUBLE SWITCH	BOX	COVER "SAM(WIL'S) COVERAGE OR DEEP MIDDLE 1/3	<ol style="list-style-type: none"> 1. COVER #2 / #3 TO "SAM(WIL) SIDE. 2. TEM OR ORBIT, PASS COVERAGE TO OTHER SAFETY AND COVER DEEP MIDDLE 1/3.
WEAK CORNER	INSIDE #1 7 YARDS DEEP SPLIT RULE COULD <u>PRESS</u> INK/ORK	BOX	M/M #1	<ol style="list-style-type: none"> 1. M/M INSIDE TECHNIQUE (FOLLOW SPLIT RULE.) 2. TOTAL CONCENTRATION ON RECEIVER 3. STAY IN BACK PEDDLE AS LONG AS POSSIBLE, KEEPING CUSHION. 4. YOU HAVE F/S HELP IN DEEP MIDDLE.



4 WIDE REC.
CHECK DOUBLE SWITCH

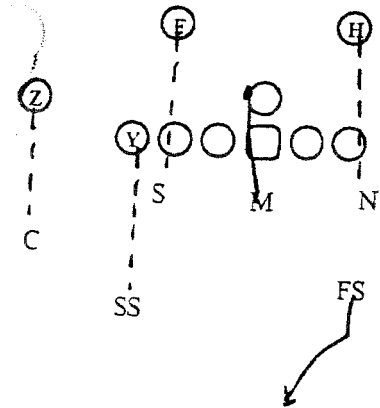


5 WIDE REC.
CHECK DOUBLE SWITCH

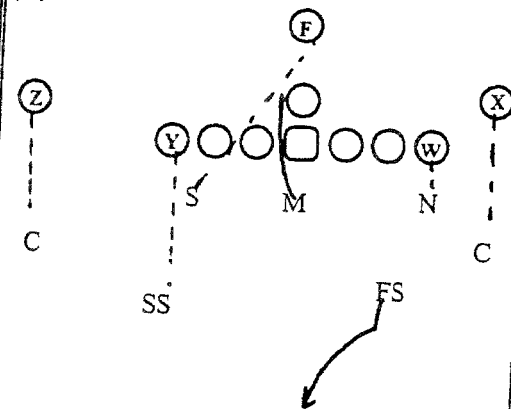


45 MIKE COVER 1 BLITZ

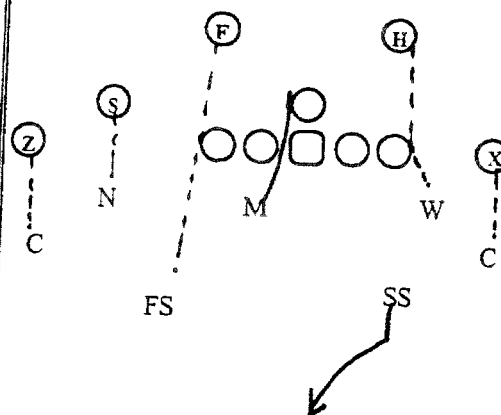
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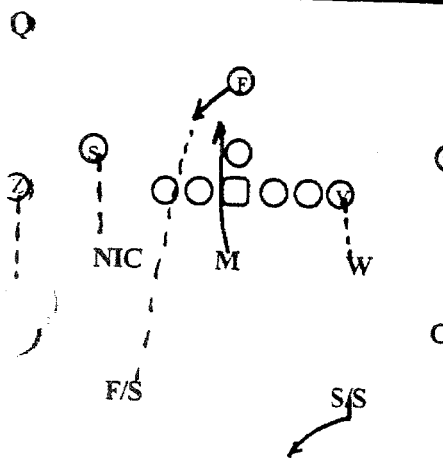
(H) WING



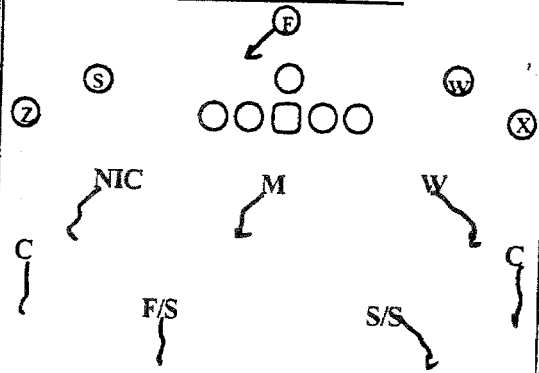
(S) RED



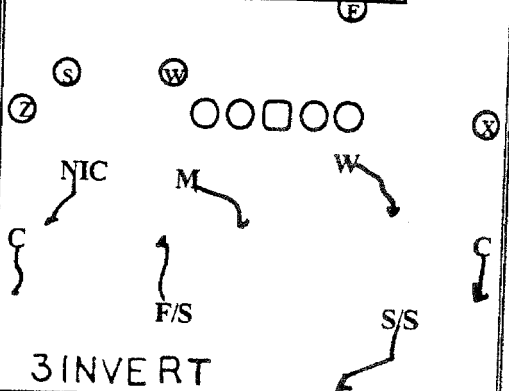
POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
NIC (S/S AND W/S)	OPENSIDE OF FORMATION; VS THREE RECEIVER <u>LOOK</u> . ALIGN TO #2 STRONGSIDE	BOX	COVER #2 / #3 TO OPENSIDE 3 RECEIVER <u>LOOK</u> COVER #2 STRONG SIDE	1. COVER #2 / #3 TO OPENSIDE 2. VS WING NO POST, NIC COVER WING 3. VS 3 RECEIVER LOOK, COVER #2 TO STRONG SIDE
MIKE	ON #3, MOVEMENT TO SPREAD, ON #3.	BOX	FREE BLITZ CALLED BLITZ PATH.	1. FREE BLITZ CALLED BLITZ PATH. SHOOT - CENTER - SCRAPE
SAM (W/L) (S/S AND W/S)	ON #2 AWAY FROM NIC	BOX	COVER TE OR S/S BACK M/M.	1. LINEBACKERS & SAFETY COVER TE AND S/S BACK. 2. NO TE, COVER 2 BACKS 3. 4 OR 5 WR. CHECK DOUBLE SWITCH.



4 WIDE REC.
CHECK DOUBLE SWITCH



5 WIDE REC.
CHECK DOUBLE SWITCH



3 INVERT

RULES FOR 47 DEFENSES

- 1 ALL 47 DEFENSES: CORNERS WILL ACE..
2. NIC WILL ALIGN TO THE STRONGSIDE OF THE FORMATION.
3. DIME ALIGN AWAY FROM NIC IN ZONE COVERAGES. IN MAN TO MAN COVERAGE, DIME ALIGN ON YOUR COVERAGES.
4. 47 DEFENSES WILL BE CALLED WITH A DOUBLE CALL.
 - A. FIRST CALL: IS THE DEFENSE CALLED FOR STRONG SIDE.
 - B. SECOND CALL: IS THE DEFENSE CALLED FOR THE WEAKSIDE.
 - i.e. DOUBLE SWITCH (SWITCH ON BOTH SIDES)
8 - 1 (COVER 8 STRONG SIDE; COVER 1 WEAKSIDE)
INVERT- COVER 3 (INVERT ON STRONGSIDE; COVER 3

MOVEMENT RULES FOR 47 DEFENSES

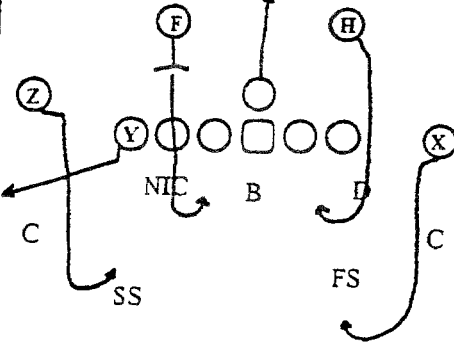
1. SLIDE ALL MOVEMENT IN 47 DOUBLE SWITCH, COVER 3, AND COVER 4.
2. COVER 22, NIC WILL TRAVEL WITH ALL MOVEMENT STRONG TO WEAK. DIME WILL TRAVEL WITH ALL MOVEMENT FROM WEAK TO STRONG.
4. MAN TO MAN COVERAGES STICK WITH YOUR COVERAGE ON MOVEMENT.
5. IF WE MATCH UP A COVERAGE ON A RECEIVER OR FORMATION, THIS COULD VARY OUR MOVEMENT RULES.
6. BLITZ COVERAGES STICK WITH COVERAGE.

COMBINATION COVERAGES

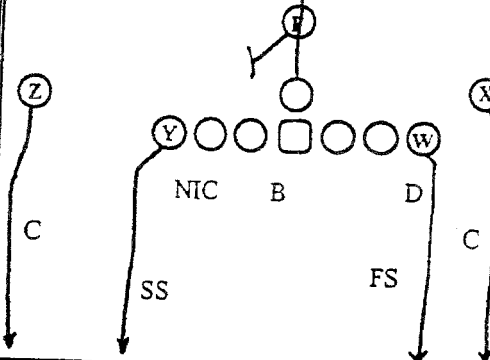
1. IN COMBINATION COVERAGES, WE WILL PLAY ONE COVERAGE STRONGSIDE AND ANOTHER COVERAGE WEAKSIDE.
 - i.e. PINCH - WITH ANY WEAKSIDE COVERAGE.
2. MOVEMENT IN COMBINATION COVERAGES.
 - A. STRONGSIDE COVERAGE STAYS STRONGSIDE COVERAGE WITH CHANGE OF STRENGTH.
 - B. WEAKSIDE COVERAGE STAYS WEAKSIDE COVERAGE WITH CHANGE OF STRENGTH.
 - C. WITH SQUEEZE WEAKSIDE, IF #2 IS IN BACKFIELD, SQUEEZE GOES TO COVER 1 OR GAME PLAN.

47 DOUBLE SWITCH

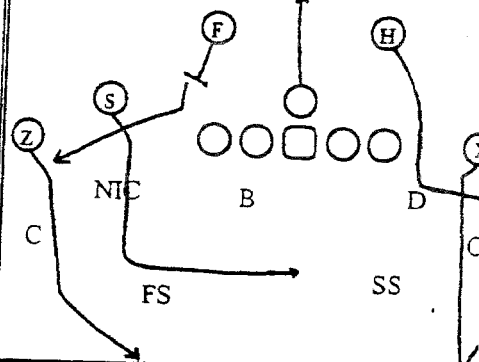
NORMAL RED



(H) WING

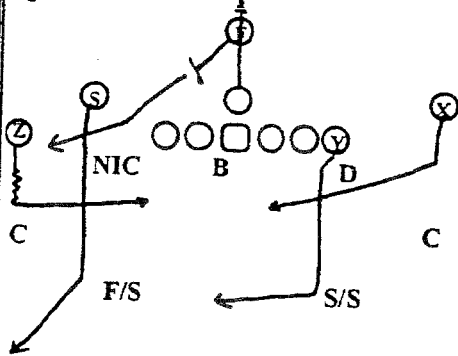


(S) RED

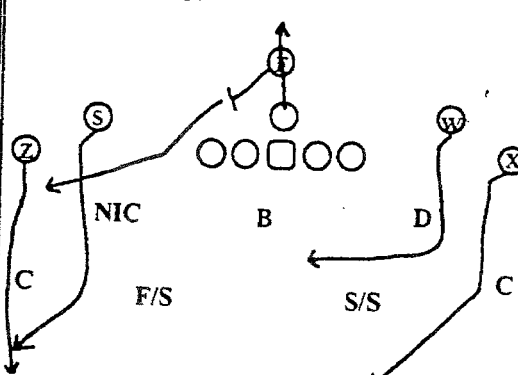


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	INSIDE #1 7 YARDS DEEP	SKY	OUTSIDE 1/4 TECHNIQUE	1. M/M #1 10 YARDS DEEP OR DEEPER. 2. HOLD INSIDE TECHNIQUE TO TAKE AWAY INSIDE CUTS. FORCE RECEIVER TO RUN HIS ROUTES OUTSIDE. <u>"YOU" MUST COVER POST</u>
STRONG SAFETY	2 YDS OUTSIDE #2 (INSIDE SLOT) 10 YARDS DEEP	SKY	INSIDE 1/4 TECHNIQUE OR ROB #1 ON READ	1. KEY #2. IF VERTICAL ROUTE, PLAY OVER THE TOP OF HIM (INSIDE 1/4) 2. IF #2 RUNS DIAGONAL, PLAY UNDERNEATH ALL INSIDE ROUTES OF #1. 3. IF #2 CROSSES, GET DEPTH INSIDE 1/4, BE ALERT FOR #3. ZONE THE 1/4.
FREE SAFETY	2 YARDS OUT WEAK TACKLE 10 YARDS DEEP	SKY	INSIDE 1/4 TECHNIQUE OR ROB #1 ON READ	1. SAME AS STRONG SAFETY. 2. IF #2 BLOCKS, ZONE INSIDE 1/4, CHECK #1 INSIDE, TO #3 STRONG. ZONE OFF QB. 3. VS FLOOD, MAKE "SPECIAL CALL", KEY #3 IF #3 GOES VERTICAL, COVER HIM. ANY OTHER RELEASE, ZONE THE 1/4.
WEAK CORNER	INSIDE #1 7 YARDS DEEP	SKY	OUTSIDE 1/4 TECHNIQUE	1. SAME AS STRONG CORNER. 2. VS FLOOD, "SPECIAL CALL" M/M ON #1. <u>"YOU" MUST COVER POST</u>

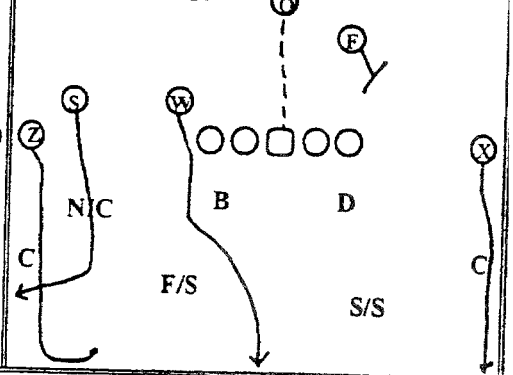
Q



4 WIDE REC.

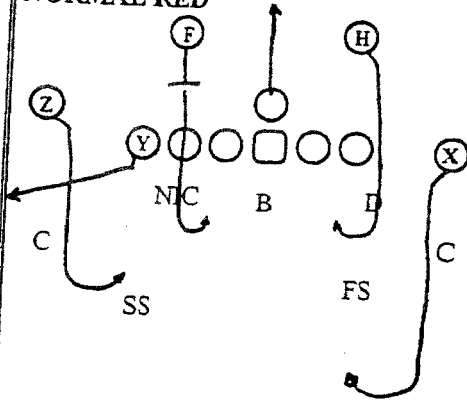


5 WIDE REC.

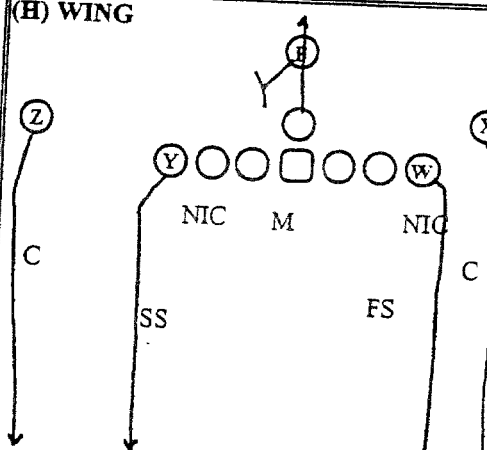


47 DOUBLE SWITCH

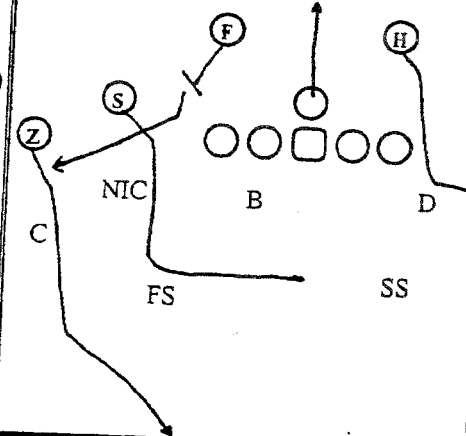
NORMAL RED



(H) WING

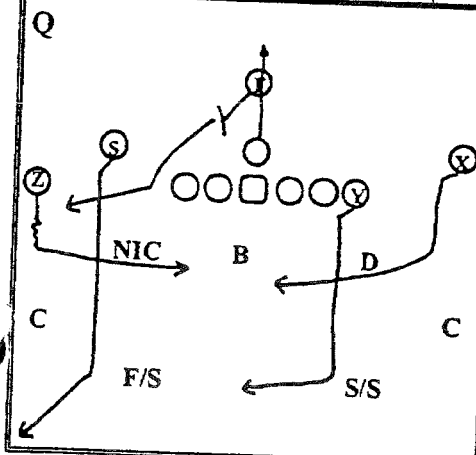


(S) RED

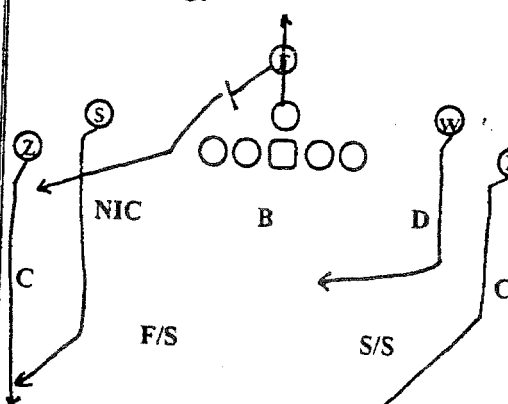


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
NIC	TO THE STRONG SIDE OF FORMATION MOTION, TEM, ORBIT, ROCKET PASS OVER TO DIME.	SKY	BUZZ CURL TO FLAT ON #2 OR ANY RECEIVER THAT BECOMES #2.	<ol style="list-style-type: none"> 1. KEY #2 RELEASE. IF #2 RUNS DIAGONAL ROUTE, IMMEDIATELY COVER HIM. IF H RUNS "D" TAKE OFF, COVER HIM. 2. IF #2 RUNS VERTICAL ROUTE, JAM, SQUEEZE, HOLD INSIDE POSITION, AND READ #3 FOR FLAT. 3. IF #2 CROSSES, WORK OFF AND READ #3. IF #3 RUNS AN ARROW ROUTE, COVER HIM. 4. VS. FLOOD, COVER DOWN ON #2.
BUCK	IN MIDDLE OR FAVOR THE SIDE OF BACK	SKY	BUZZ TO STRONG HOOK (READ ROUTE PROGRESSION)	<ol style="list-style-type: none"> 1. BUZZ TO STRONG HOOK AND PATTERN READ #2 & #3. 2. IF #3 RUNS CIRCLE OR CIRCLE POST, COVER HIM. 3. VS FLOOD, COVER DOWN ON #3 STRONG.
DIME	AWAY FROM NIC. FLY, PASS OVER TO NIC	SKY	BUZZ CURL TO FLAT ON #2 OR ANY RECEIVER THAT BECOMES #2.	<ol style="list-style-type: none"> 1. SAME AS NIC. 2. ALERT FOR "FIRE" RULE 3. COVER DOWN ON #2 WEAK. 4. VS. FLOOD, "SPECIAL CALL" STACK AND PLAY #2 M/M.

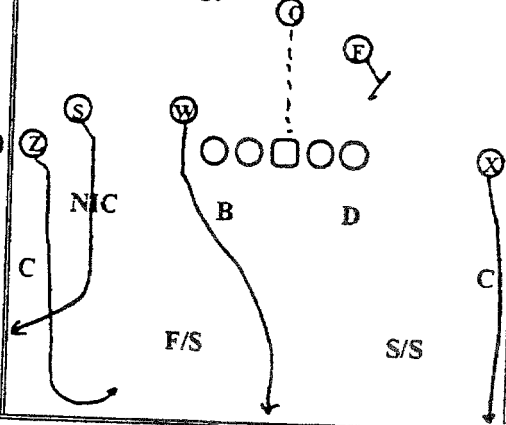
Q



4 WIDE REC.

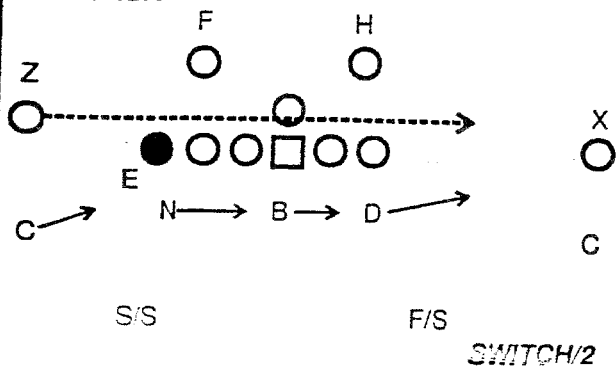


5 WIDE REC.

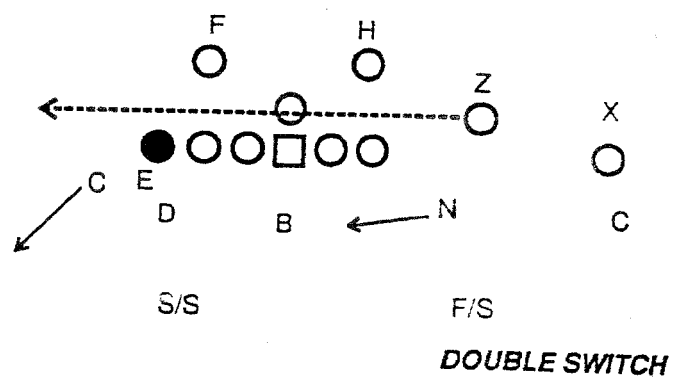


Nickel 47 vs Normal Personnel: DOUBLE SWITCH

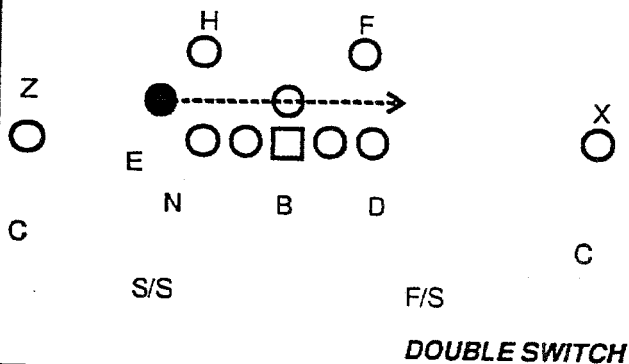
RED ORBIT



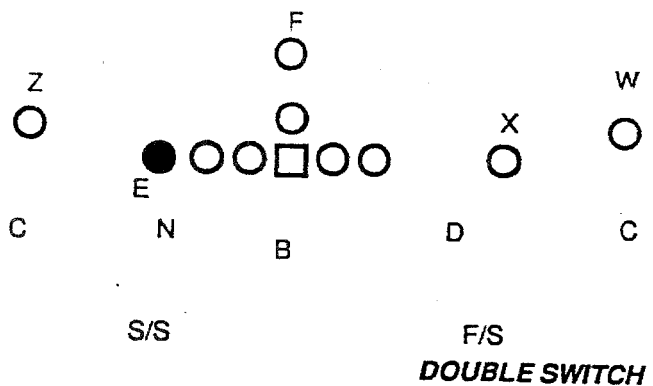
RED ROCKET



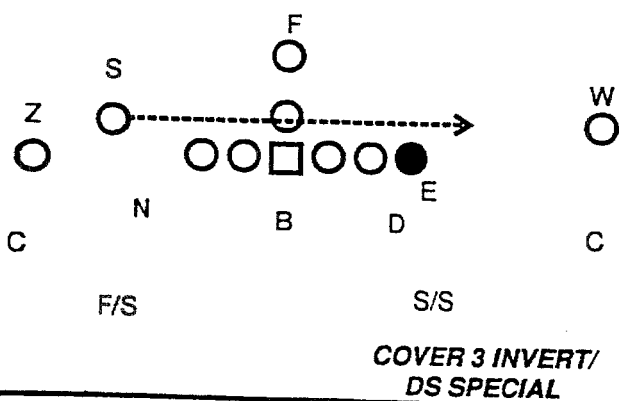
RED TEM



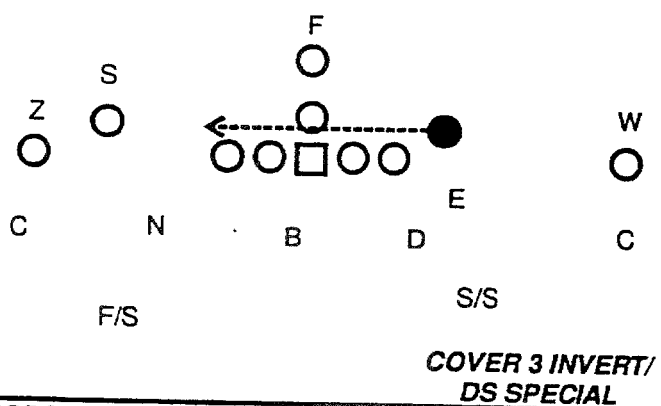
WING WIDE



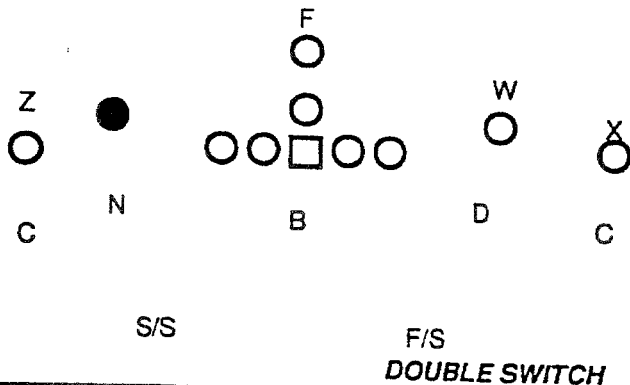
ROCKET TO FLOOD WIDE



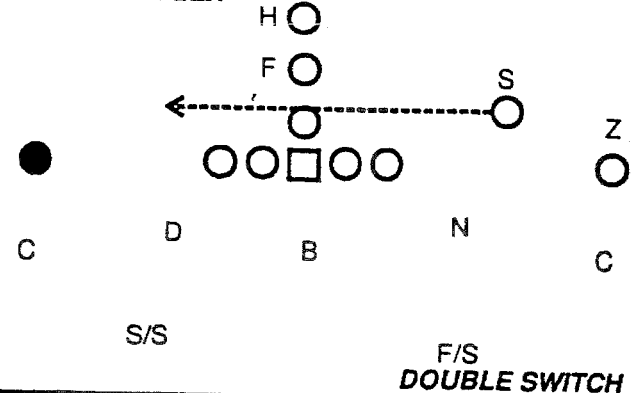
Y FLY-ORANGE FLOOD



WING KRACK Y FLEX

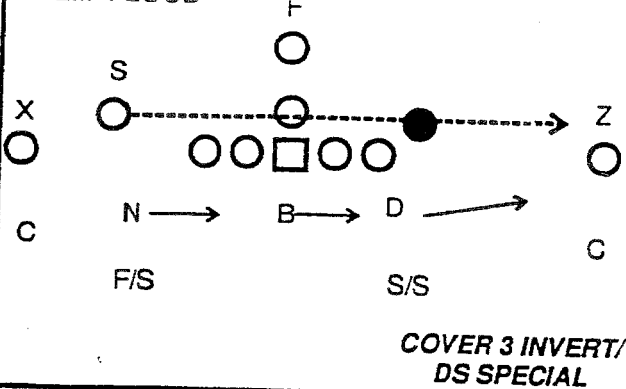


OPPOSITE Y FLEX

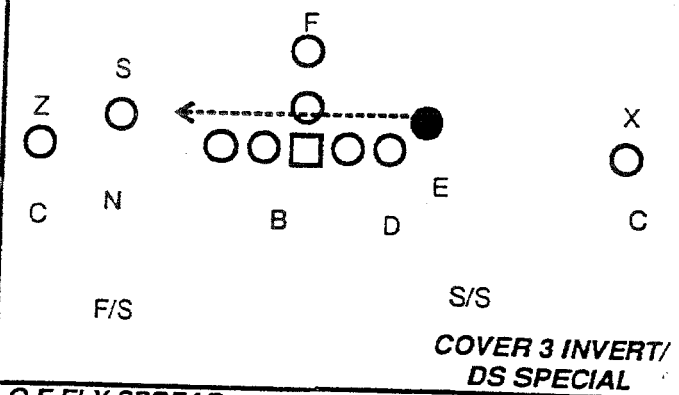


Nickel 47 vs Q/S Personnel: DOUBLE SWITCH

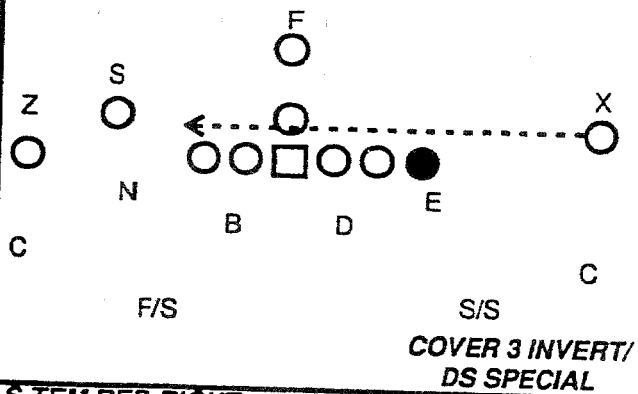
Q TEM FLOOD



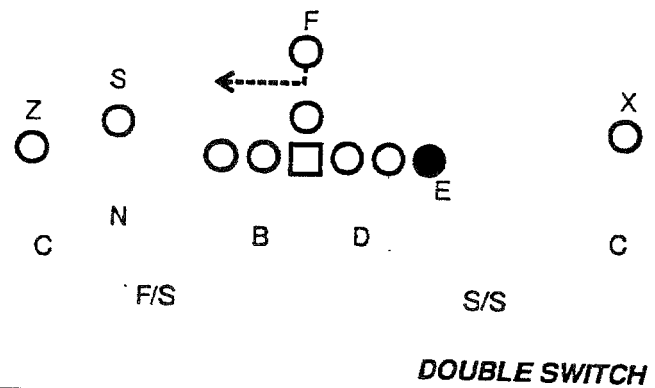
Q FLY FLOOD



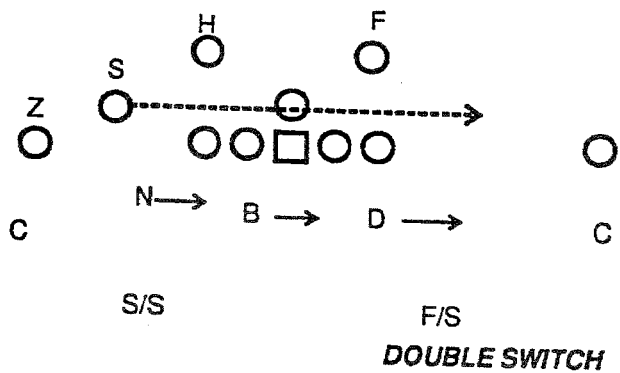
Q X FLY OPPOSITE FLOOD



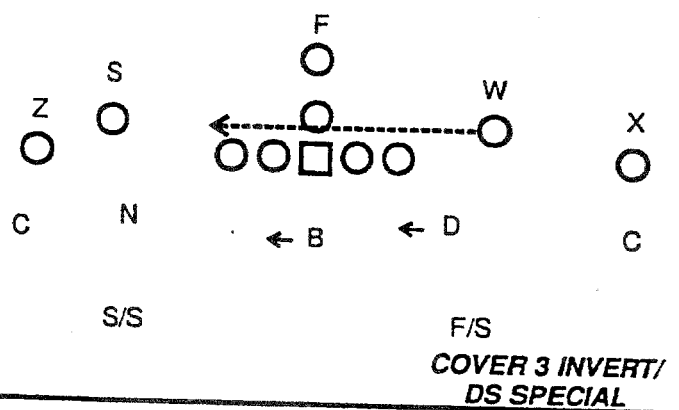
Q F FLY SPREAD



S TEM RED RIGHT

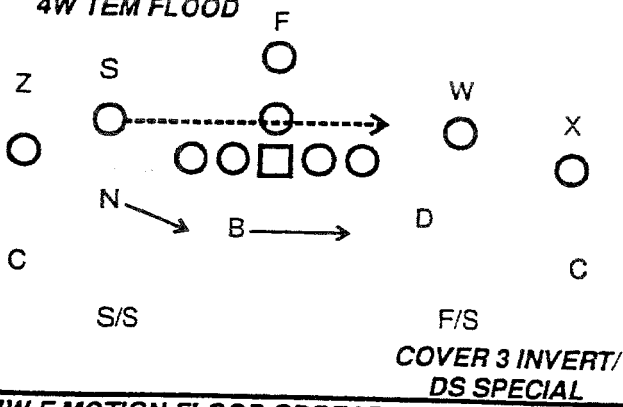


S WING

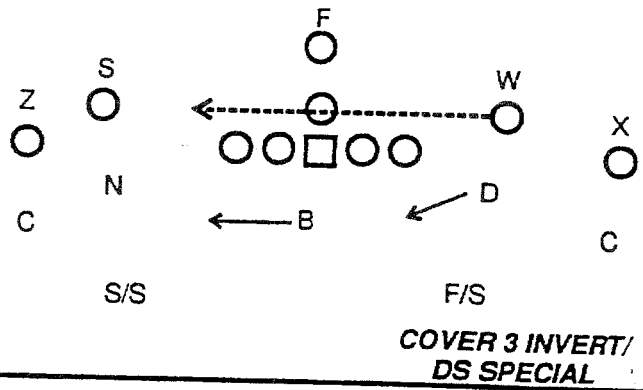


Nickel 47 vs 4WR's/5WR's:DOUBLE SWITCH

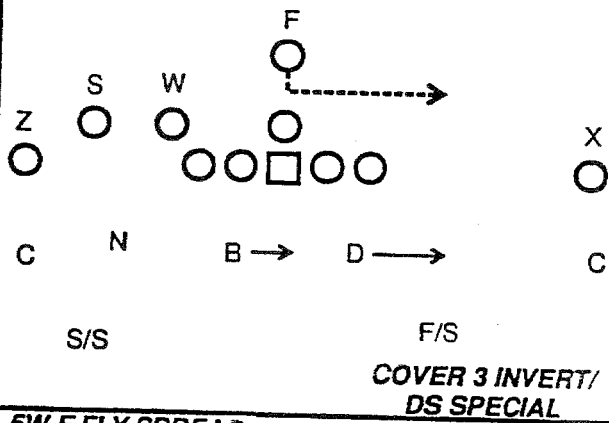
4W TEM FLOOD



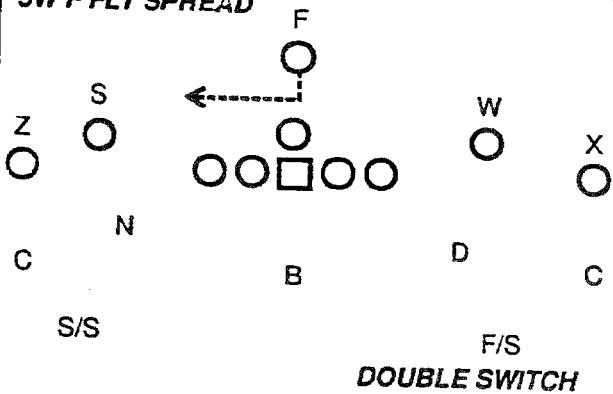
4W WING FLY TO FLOOD



4W F MOTION FLOOD SPREAD

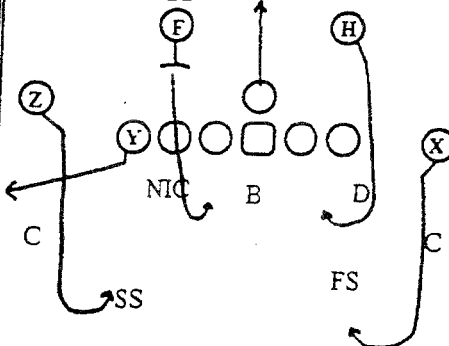


5W F FLY SPREAD

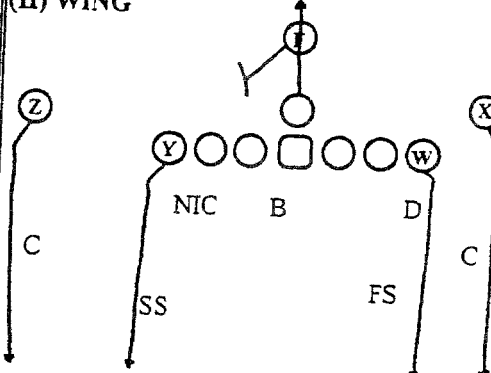


47 COVER 22

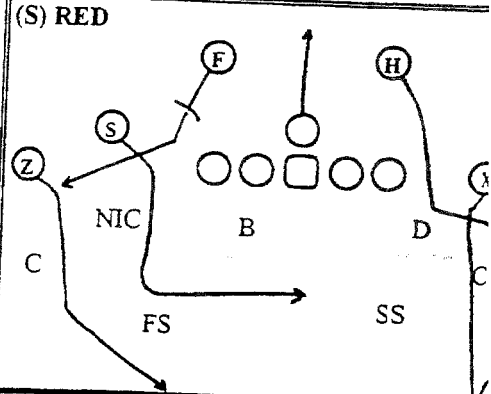
NORMAL RED



(H) WING

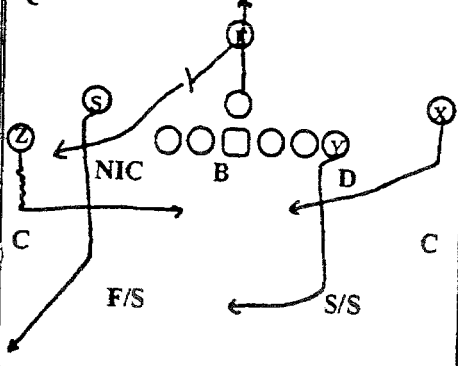


(S) RED

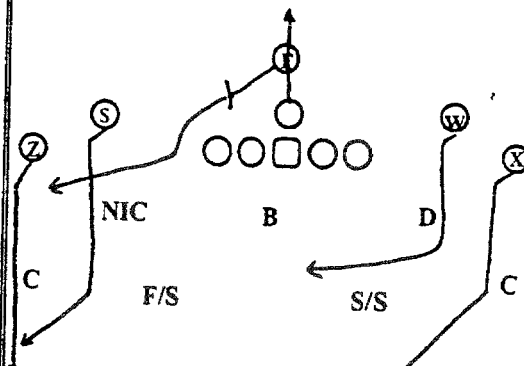


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	1. OUTSIDE #1 4 YARDS DEEP 2. PRESS 3. OFF (7 YDS; i.e. DOUBLE SWITCH)	CLOUD	COVER 2	1. KEY END MAN ON L.O.S. TO BACKFIELD TRIANGLE FOR RUN/PASS READ. 2. JAM AND FUNNEL #1 IF HE IS SPLIT. COVER FLAT AREA. IF #2/#3 RUNS FLAT. CUSHION BOW OUT & REACT TO FLAT. 3. NO THREAT TO FLAT BY #2/#3. CUSHION BACK ON #1 DEEP. 4. IF #2/#3 RUNS TAKE OFF THROUGH ZONE. COVER HIM.
STRONG SAFETY	3 YARDS INSIDE THE NUMBERS, 10 YARDS DEEP (SHOW DOUBLE SWITCH ALIGNMENT)	CLOUD	DEEP 1/2 FIELD	1. KEY END MAN ON L.O.S. TO BACKFIELD TRIANGLE FOR RUN/PASS READ. 2. HALF COVERAGE RESPONSIBILITY. 3. VISION #1 AND MAINTAIN INSIDE LEVERAGE ON #1. IF #2 IS UP. MAINTAIN POSITION 3 YARDS INSIDE NUMBERS AND BREAK ON THE BALL. 4. ZONE 1/2 COVERAGE AREA. READ QB TO BALL 5. <u>GET PLENTY OF DEPTH</u>
FREE SAFETY	3 YARDS INSIDE THE NUMBERS, 10 YARDS DEEP (SHOW DOUBLE SWITCH ALIGNMENT)	CLOUD	DEEP 1/2 FIELD	1. KEY END MAN ON L.O.S. TO BACKFIELD TRIANGLE FOR RUN/PASS READ. 2. HALF COVERAGE RESPONSIBILITY. 3. VISION #1 AND MAINTAIN INSIDE LEVERAGE ON #1. IF #2 IS UP. MAINTAIN POSITION 3 YARDS INSIDE NUMBERS AND BREAK ON THE BALL. 4. ZONE 1/2 COVERAGE AREA. READ QB TO BALL 5. DO NOT FORGET #3. 6. <u>GET PLENTY OF DEPTH</u>
WEAK CORNER	1. OUTSIDE #1 4 YARDS DEEP 2. PRESS 3. OFF (7 YDS; i.e. DOUBLE SWITCH)	CLOUD	COVER 2	1. KEY END MAN ON L.O.S. TO BACKFIELD TRIANGLE FOR RUN/PASS READ. 2. JAM AND FUNNEL #1 IF HE IS SPLIT. COVER FLAT AREA. IF #2/#3 RUNS FLAT. CUSHION BOW OUT & REACT TO FLAT. 3. NO THREAT TO FLAT BY #2/#3. CUSHION BACK ON #1 DEEP. 4. IF #2/#3 RUNS TAKE OFF THROUGH ZONE. COVER HIM.

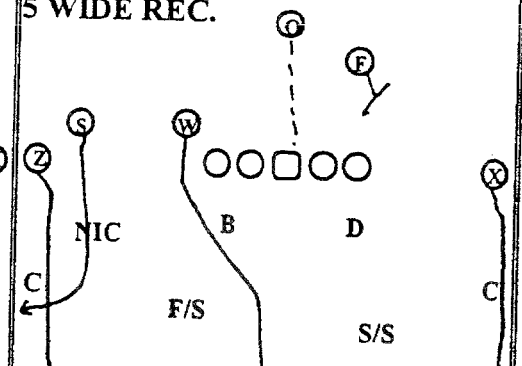
Q



4 WIDE REC.

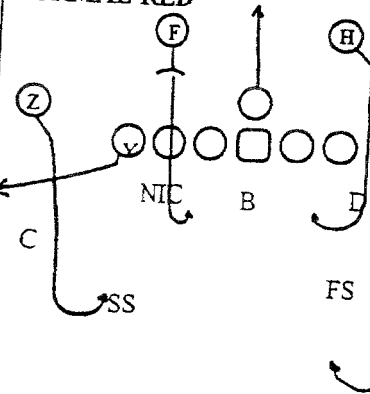


5 WIDE REC.

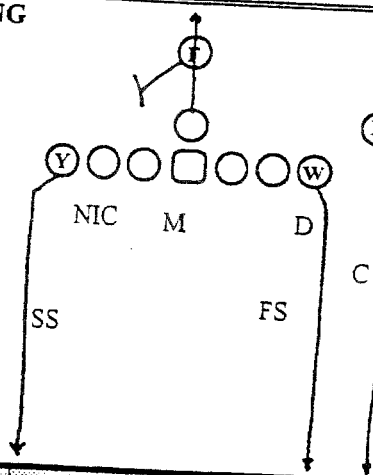


47 COVER 22

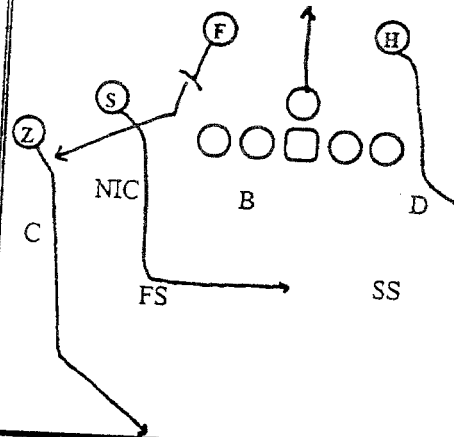
NORMAL RED



(H) WING



(S) RED

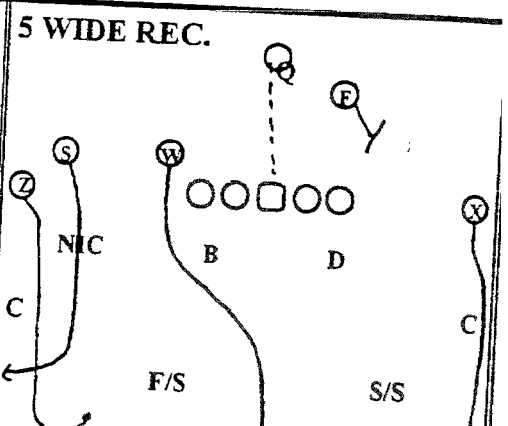
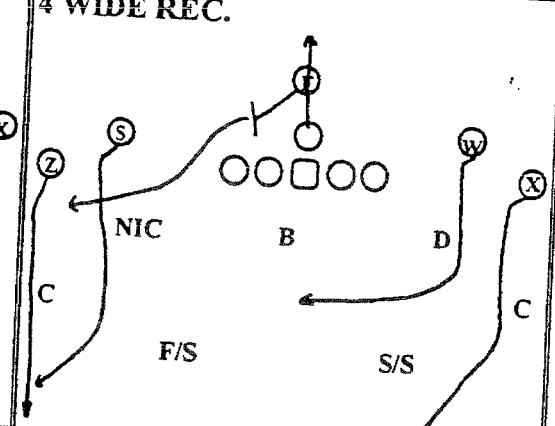
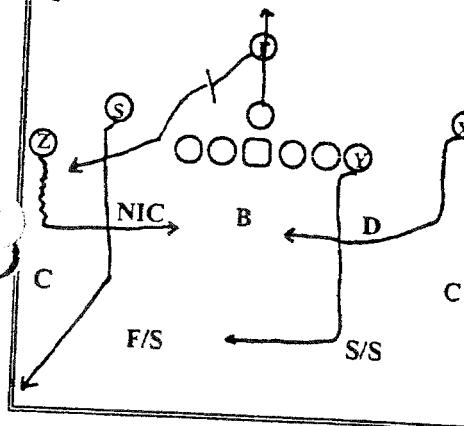


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
NIC	ON #2 TO THE STRONG SIDE OF THE FORMATION <u>CARRY ACROSS:</u> <u>ORBIT,</u> <u>ROCKET AND</u> <u>TEM</u> (STRONG TO WEAK)	CLOUD	1. COVER #2 IN SEAM, CURL TO POST.	1. JAM AND FORCE #2 INTO SEAM AND COVER CURL/POST. CARRY SEAM, PUSH BOW OUT. 2. IF #2 RUNS TO FLAT, ZONE UNDER #1. 3. IF #2 RUNS SHALLOW CROSS, PASS TO BUCK OR DIME. ZONE NEW #3 4. "RIDE" TECHNIQUE: COVER #2 M/M ON ALL VERTICAL OR INSIDE PASS ROUTES. IF #2 RUNS AN OUTSIDE PASS ROUTE, ZONE OFF. 5. YOU MUST BE ALERT FOR "CHINA" OR "IN".
BUCK	ON #3 IN THE MIDDLE OF THE FORMATION OR FAVOR THE SIDE OF THE BACK	CLOUD	1. COVER DOWN ON #3. 2. BUZZ TO STRONG HOOK. 3. READ ROUTE PROGRESSION.	1. BE READY TO COVER INSIDE RELEASE OF #2 OR #3. WALL OFF RECEIVER AND COVER HOOK TO POST. 2. IF #3 RELEASES TO FLAT, ZONE INSIDE NEW #3. 3. IF #3 RELEASES INSIDE OR CROSSES, CARRY ACROSS. 4. "RIDE" TECHNIQUE: #3 RELEASES TO FLAT, ZONE UNDER #1 OR CURL. 5. BE ALERT FOR "CHINA OR "IN" CALL.
DIME	ON #2 AWAY FROM NIC CARRY ANY FLY TO FLOOD. (WEAK TO STRONG.)	CLOUD	1. COVER DOWN ON #2 W/S. 2. BUZZ TO CIRCLE TO WEAK CURL. 3. READ ROUTE PROGRESSION	1. IF #2 RUNS CIRCLE OR SEAM, WALL HIM OFF AND COVER CIRCLE TO POST. 2. IF #2 BLOCKS, STACK ON #2 GET DEPTH TO ZONE UNDER #1 TO CURL AREA. 3. "RIDE" TECHNIQUE: COVER #2 ON ALL VERTICAL AND INSIDE PASS ROUTES. 4. BE ALERT FOR "CHINA" OR "IN" CALL.

Q

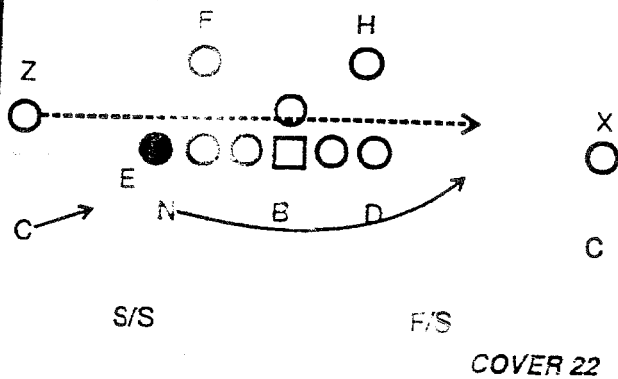
4 WIDE REC.

5 WIDE REC.

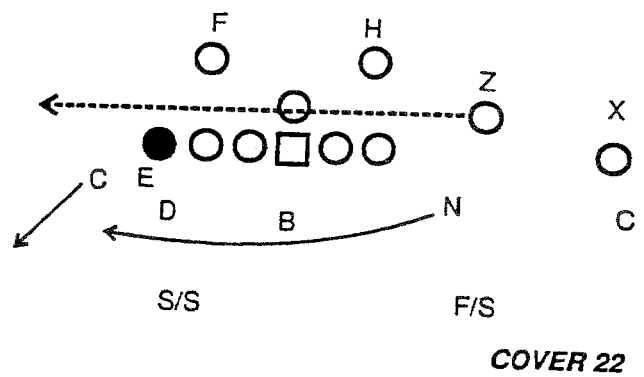


Nickel 47 vs Normal Personnel: COVER 22

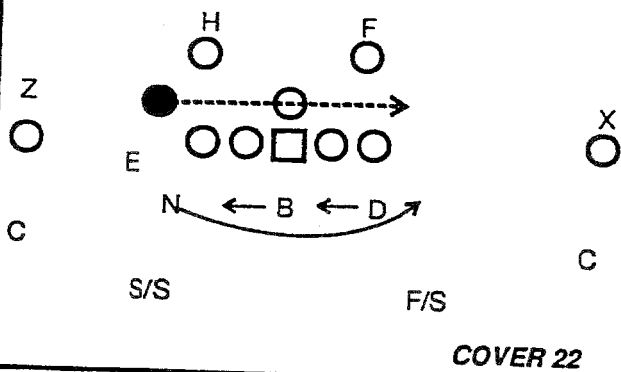
RED ORBIT



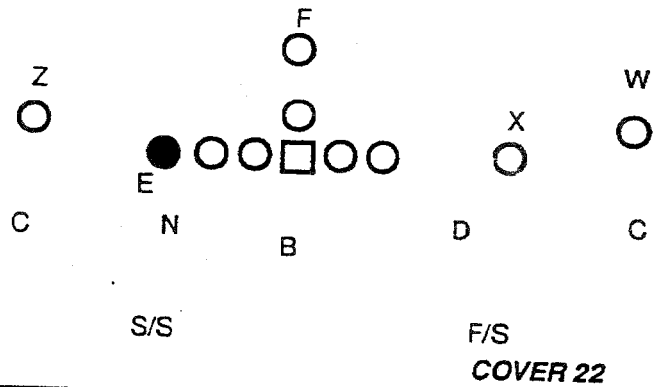
RED ROCKET



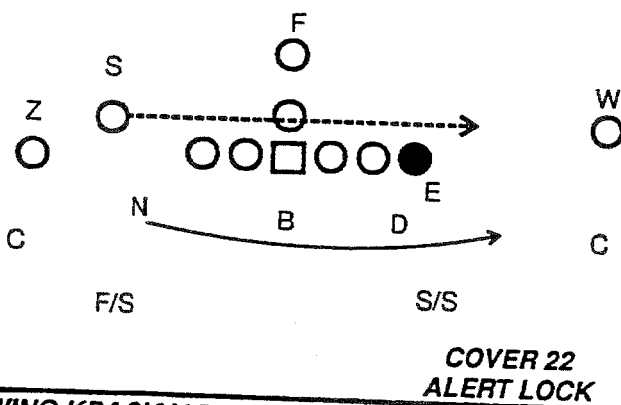
RED TEM



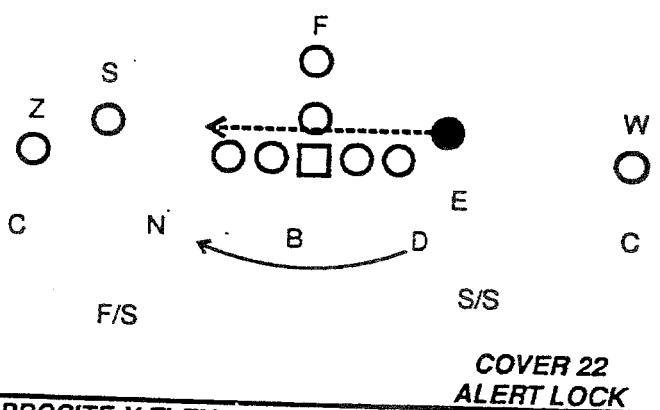
WING WIDE



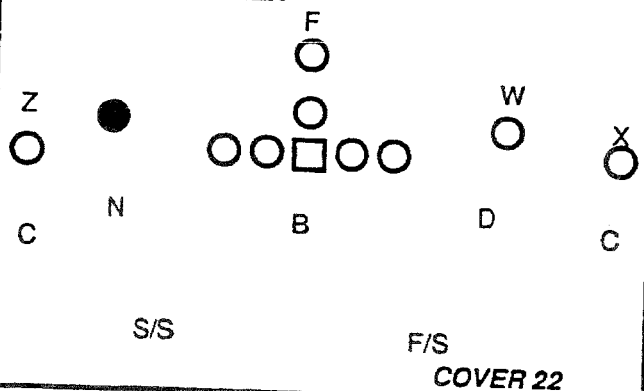
ROCKET TO FLOOD WIDE



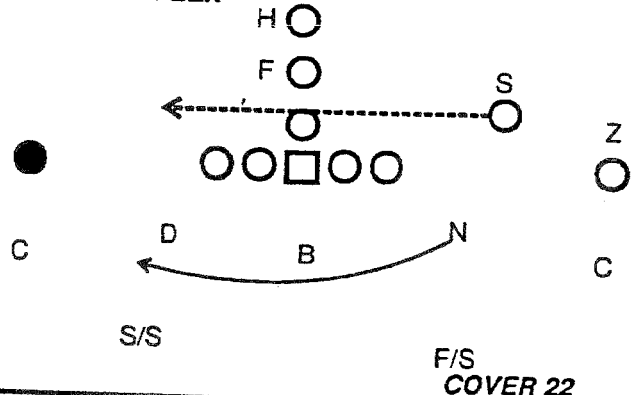
Y FLY-ORANGE FLOOD



WING KRACK Y FLEX

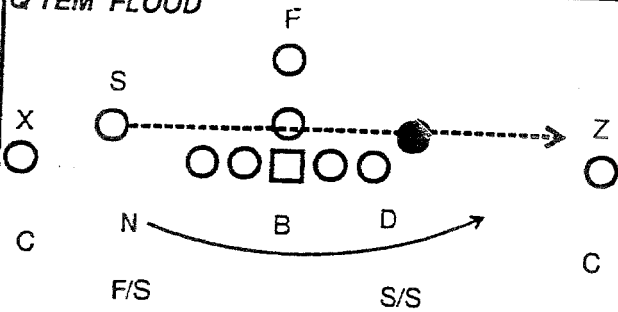


OPPOSITE Y FLEX



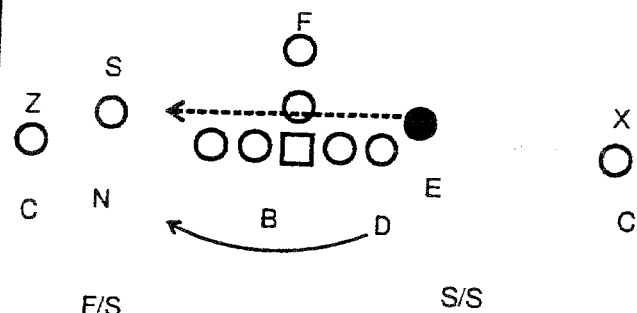
Nickel 47 vs Q/S Personnel: COVER 22

Q TEM FLOOD



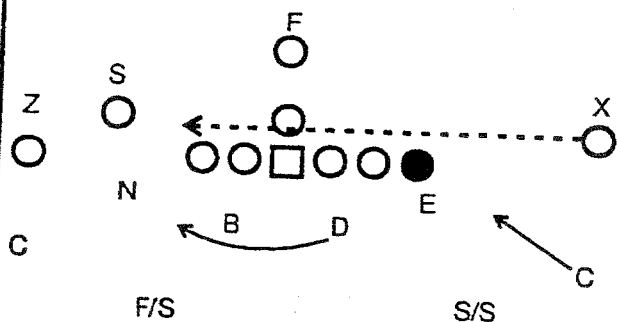
COVER 22
ALERT LOCK

Q FLY FLOOD



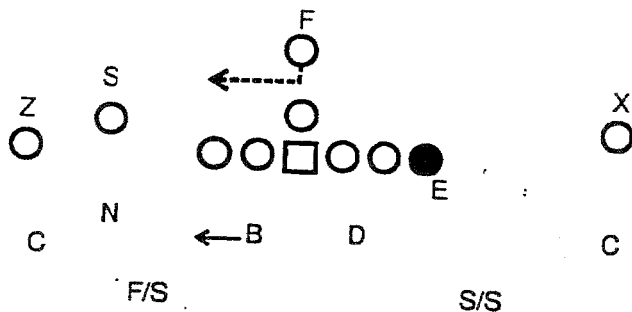
COVER 22
ALERT LOCK

Q X FLY OPPOSITE FLOOD



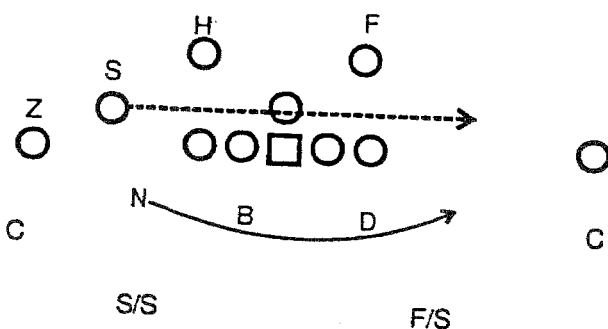
COVER 22
ALERT LOCK

Q F FLY SPREAD



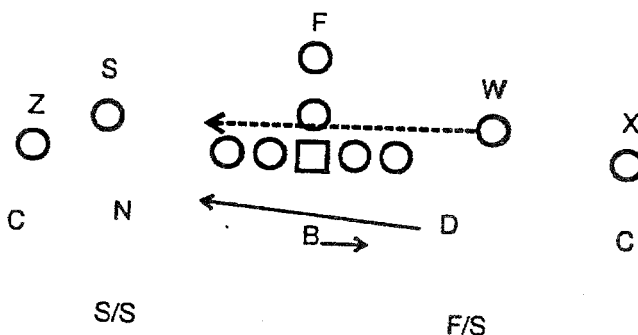
COVER 22

S TEM RED RIGHT

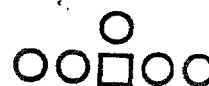


COVER 22

S WING

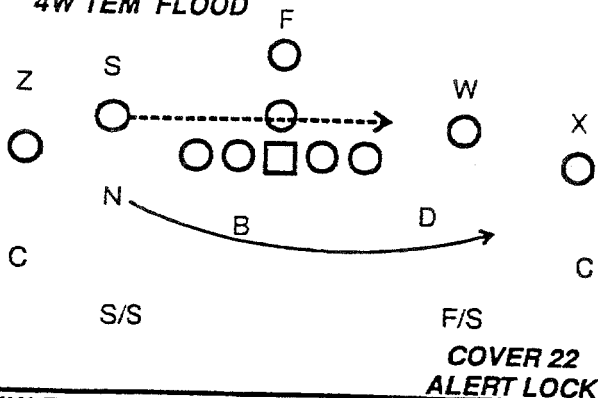


COVER 22
ALERT LOCK

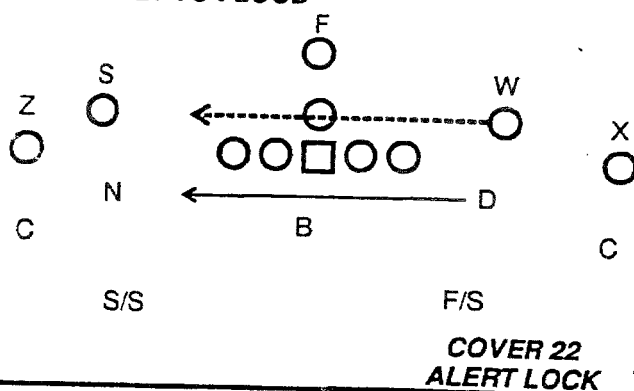


Nickel 47 vs 4WR's/5WR's: COVER 22

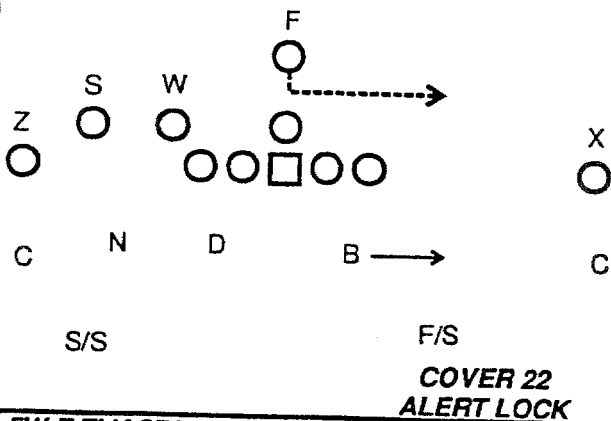
4W TEM FLOOD



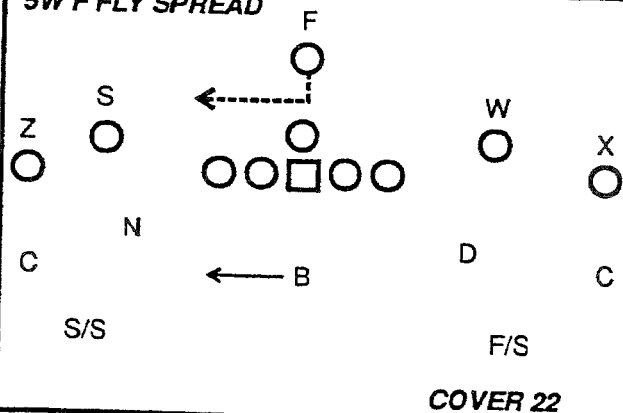
4W WING FLY TO FLOOD



4W F MOTION FLOOD SPREAD

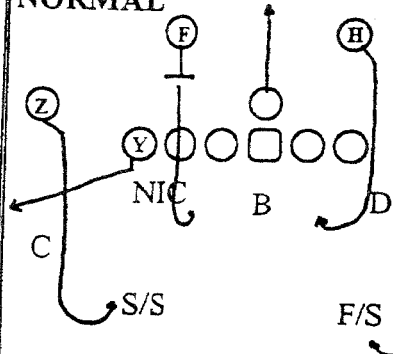


5W F FLY SPREAD

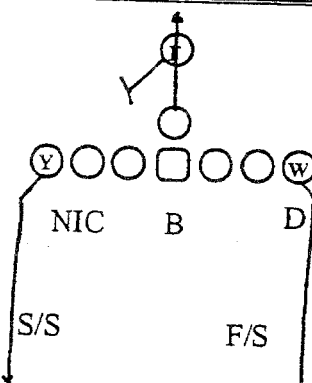


47 COVER 3 (INVERT/CLOUD)

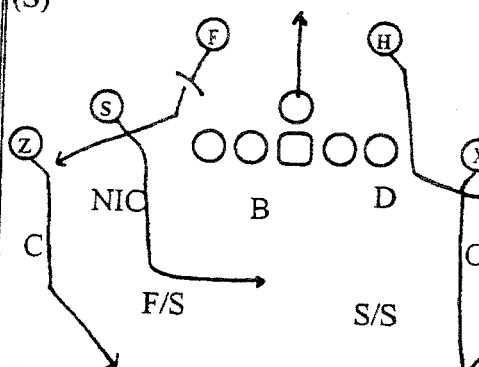
NORMAL



(H)

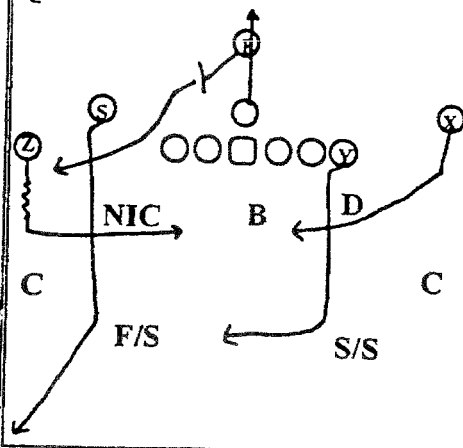


(S)

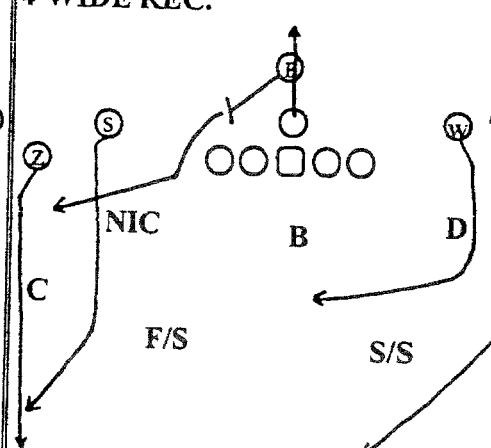


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	INSIDE #1 7 YARDS DEEP	INVERT OR CLOUD	INVERT OR CLOUD	<ol style="list-style-type: none"> 1. INVERT: COVER DEEP 1/3 2. CLOUD: JAM & DELAY #1'S VERTICAL RELEASE. READ THE PATTERN OF #2/#3. #2 OR #3 RUNS TO FLAT JUMP HIM. 2. IF #2 OR #3 DOES NOT GO TO THE FLAT, GET DEPTH AND SQUEEZE #1. 3. IF #2 RUNS THROUGH ZONE AND RUNS "TAKE OFF", COVER HIM.
STRONG SAFETY (F/S)	SPLIT #1 & #2 12 YARDS DEEP	INVERT OR CLOUD	INVERT: COVER S/S HOOK SEAM CLOUD: COVER DEEP OUTSIDE 1/3	<ol style="list-style-type: none"> 1. INVERT: SETTLE INTO HOOK AREA, READ PATTERN, COVER INSIDE OF S2 & #3. 2. CLOUD: DRIVE TO OUTSIDE 1/3. 3. KEY #1'S RELEASE. IF OUTSIDE, WORK TO INSIDE SHOULDER AND COVER DEEP 1/3. 4. IF #1 RELEASES INSIDE, WORK TO OUTSIDE SHOULDER AND COVER DEEP 1/3. 5. IF #1 RUNS SHALLOW CROSS OR CHINA, LOOK FOR #2 TO RUN BOW OUT.
FREE SAFETY (S/S)	2 YARDS OUTSIDE OT 10-12 YARDS DEEP	DIME	MIDDLE 1/3	<ol style="list-style-type: none"> 1. WORK QUICKLY TO MIDDLE OF FIELD. 2. GET DEPTH AND READ QUARTERBACK. 3. <u>DON'T JUMP INTERMEDIATE ROUTES.</u>
WEAK CORNER	HEAD UP ON #1 - 7 YARDS DEEP	DIME	OUTSIDE 1/3	<ol style="list-style-type: none"> 1. M/M IN ZONE. 2. CARRY POST PATTERN FROM OUTSIDE/IN USING YOUR F/S, MAINTAINING POSITION TO PLAY CORNER ROUTE.

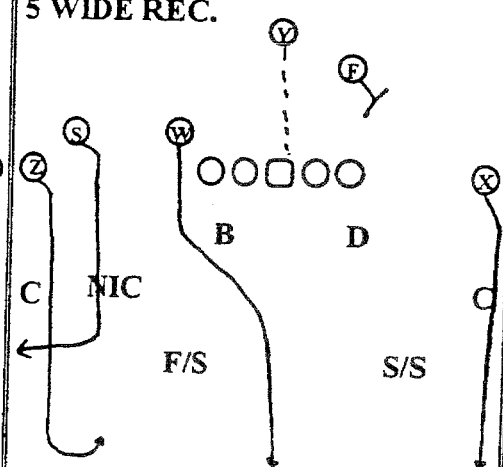
Q



4 WIDE REC.

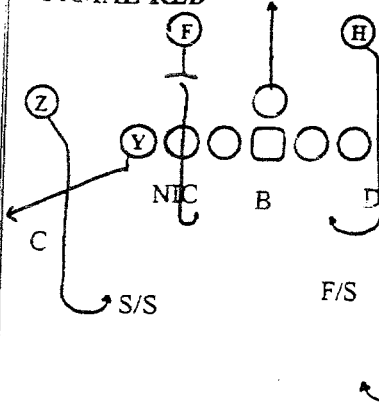


5 WIDE REC.

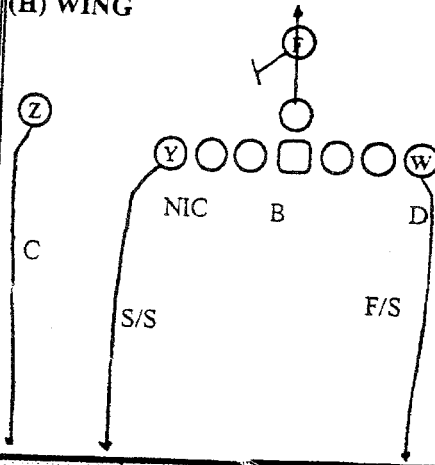


47 COVER 3 INVERT/CLOUD

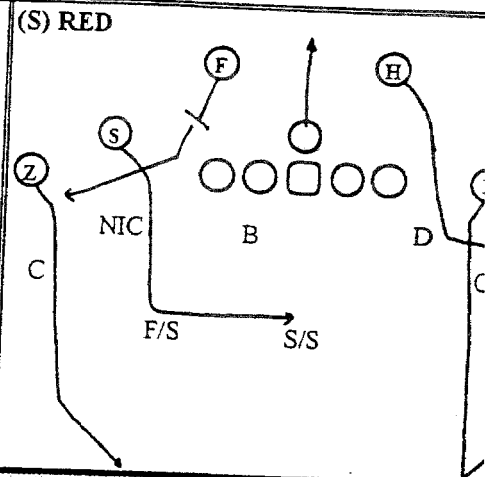
NORMAL RED



(H) WING

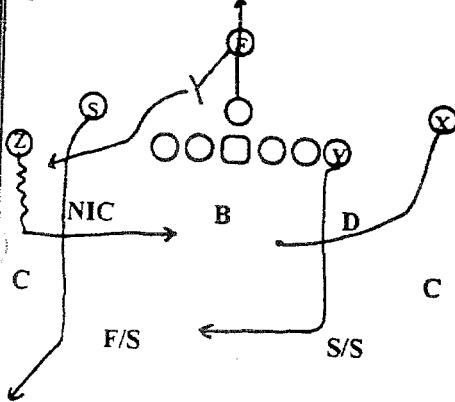


(S) RED

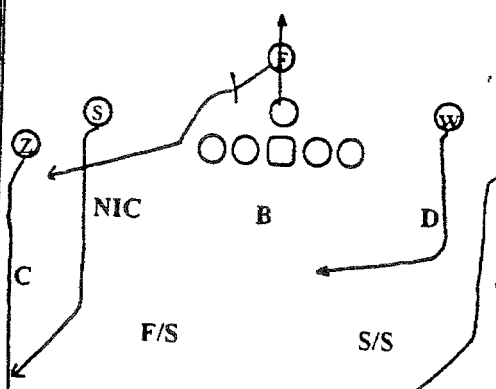


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
NIC	TO THE STRONG SIDE OF FORMATION MOTION, TEM, ORBIT, ROCKET PASS OVER TO DIME.	INVERT OR CLOUD	<u>INVERT:</u> <u>CURL/FLAT</u> <u>CLOUD:</u> <u>HOOK/SEAM</u>	<ol style="list-style-type: none"> 1. INVERT: KEY #2 RELEASE. IF #2 RUNS DIAGONAL ROUTE, IMMEDIATELY COVER HIM. IF HE RUNS "D" TAKE OFF, COVER HIM. 2. IF #2 RUNS VERTICAL ROUTE, JAM, SQUEEZE, HOLD INSIDE POSITION, AND READ #3 FOR FLAT. 3. IF #2 CROSSES, WORK OFF AND READ #3. IF #3 RUNS AN ARROW ROUTE, COVER HIM. 4. CLOUD: SLIDE BUZZ CURL; REGULAR BUZZ HOOK/SEAM.
BUCK	IN MIDDLE OR FAVOR THE SIDE OF BACK	INVERT OR CLOUD	INVERT/CLOUD SLIDE BUZZ, HOOK REGULAR BUZZ CIRCLE	<ol style="list-style-type: none"> 1. SLIDE BUZZ: BUZZ TO STRONG HOOK AND PATTERN READ COVERING THE INSIDE OF #2 & #2. 2. REGULAR BUZZ: CIRCLE
DIME	AWAY FROM NIC. FLY, PASS OVER TO NIC	DIME	BUZZ CURL TO FLAT ON #2 OR ANY RECEIVER THAT BECOMES #2.	<ol style="list-style-type: none"> 1. SLIDE BUZZ - ZONE OUTSIDE #2. COVER CIRCLE, FLAT. F/S HELP 2. ALERT FOR "FIRE" RULE 3. REGULAR BUZZ: CURL FLAT.

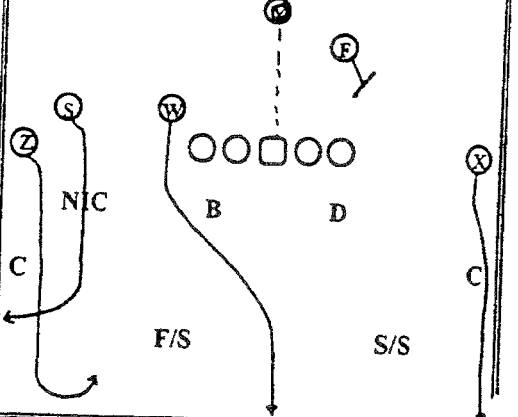
Q



4 WIDE REC.

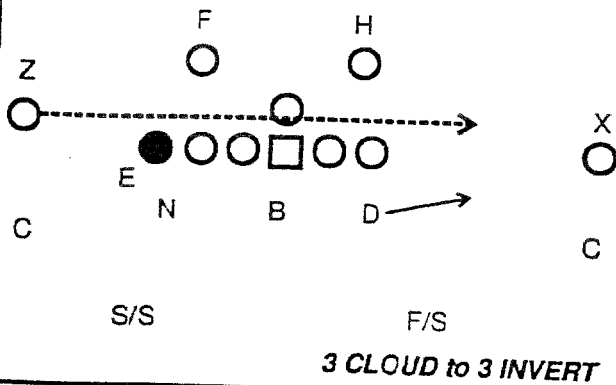


5 WIDE REC.

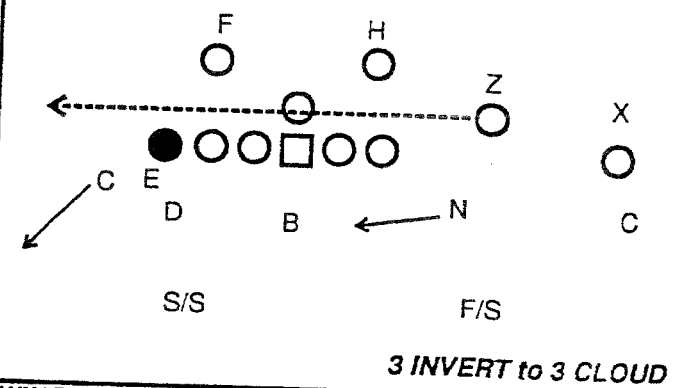


Nickel 47 vs Normal Personnel: COVER 3 INVERT/CLOUD

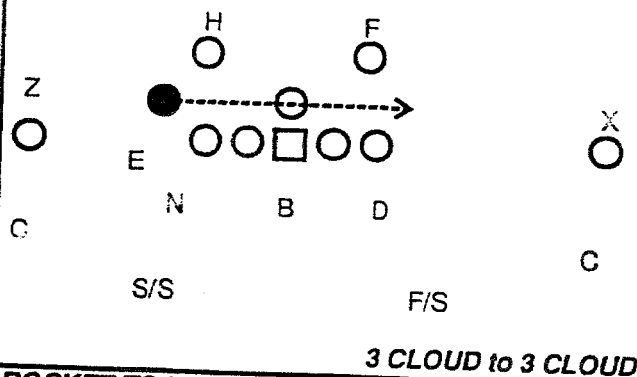
RED ORBIT



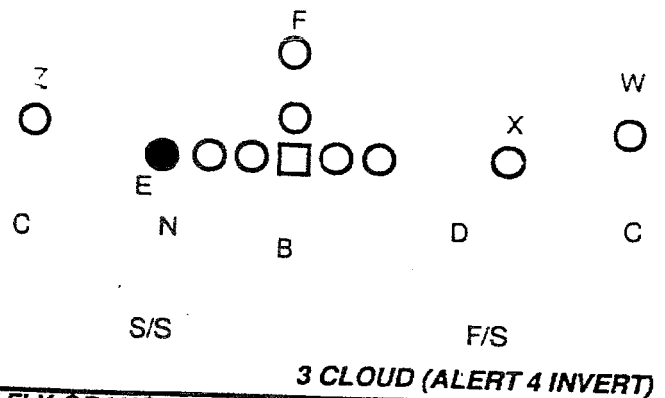
RED ROCKET



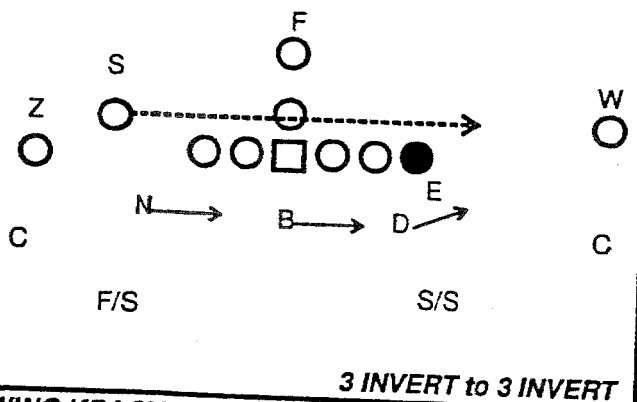
RED TEM



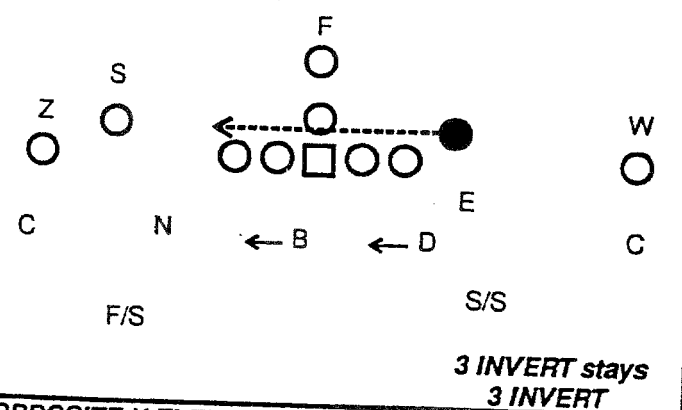
WING WIDE



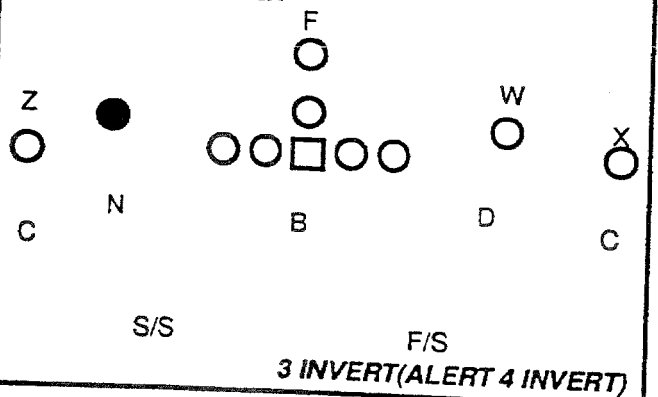
ROCKET TO FLOOD WIDE



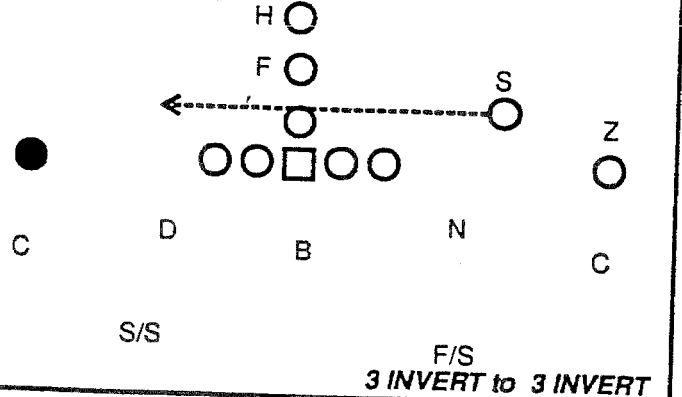
Y FLY-ORANGE FLOOD



WING KRACK Y FLEX

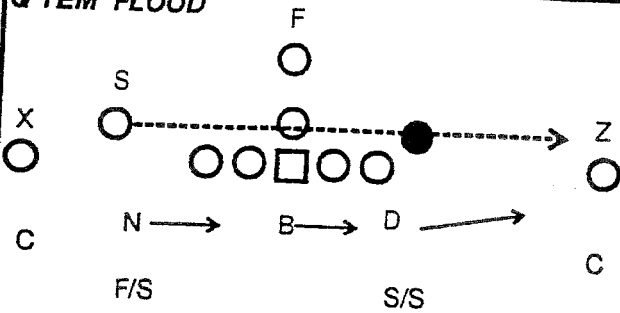


OPPOSITE Y FLEX



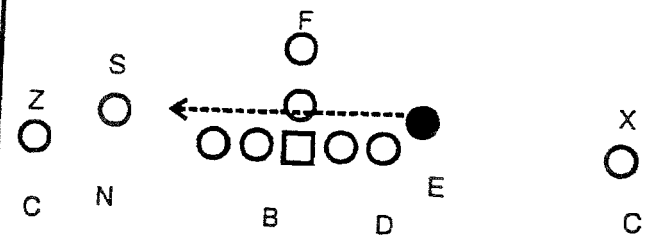
Nickel 47 vs Q/S Personnel: COVER3 INVERT/CLOUD

Q TEM FLOOD



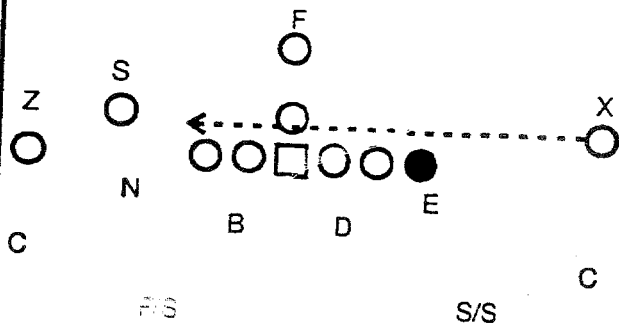
3 INVERT to 3 INVERT
GAME PLAN 3 CLOUD

Q FLY FLOOD



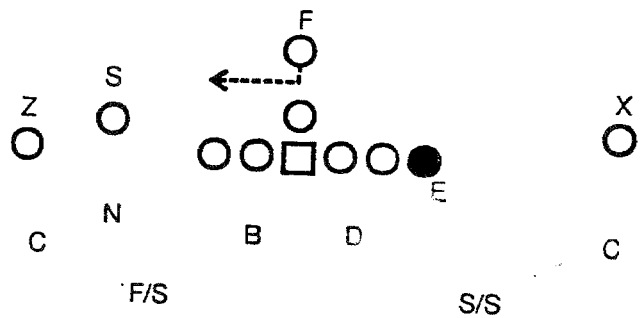
3 INVERT stay 3 INVERT
GAME PLAN 3 CLOUD

Q X FLY OPPOSITE FLOOD



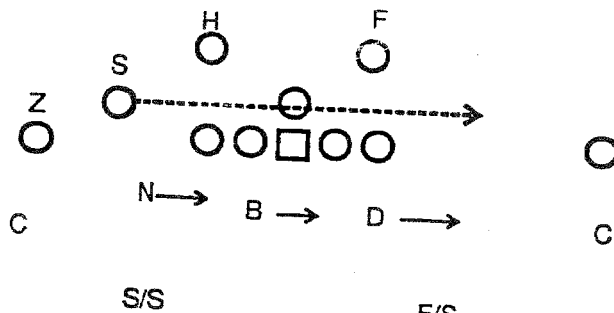
3 INVERT stay 3 INVERT
GAME PLAN 3 CLOUD

Q F FLY SPREAD



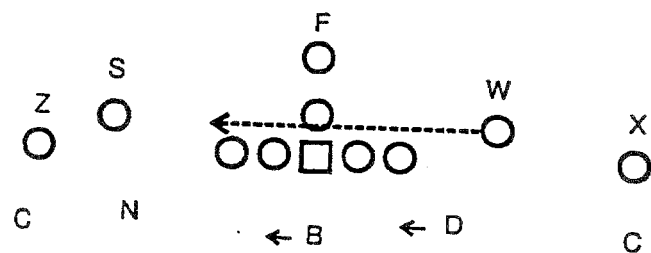
3 INVERT stay 3 INVERT
GAME PLAN 3 CLOUD

S TEM RED RIGHT

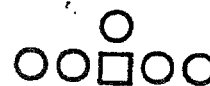


3 INVERT to 3 INVERT
GAME PLAN 3 CLOUD

S WING

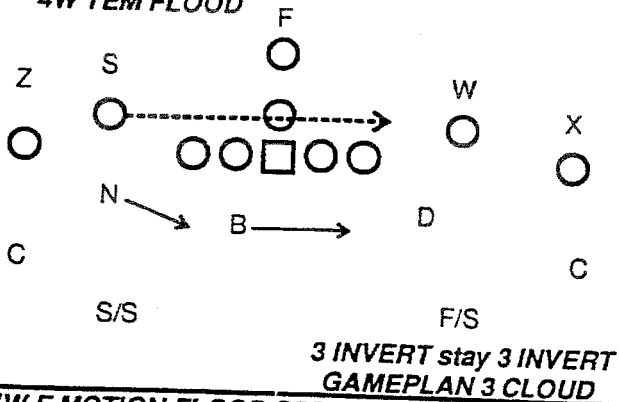


3 INVERT stay 3 INVERT
GAME PLAN 3 CLOUD

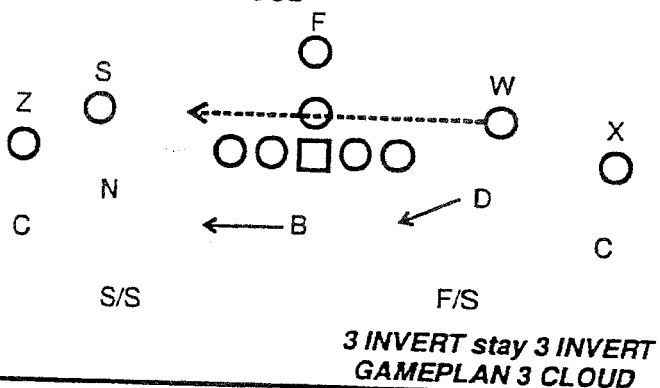


Nickel 47 vs 4WR's/5WR's: COVER3 INVERT/CLOUD

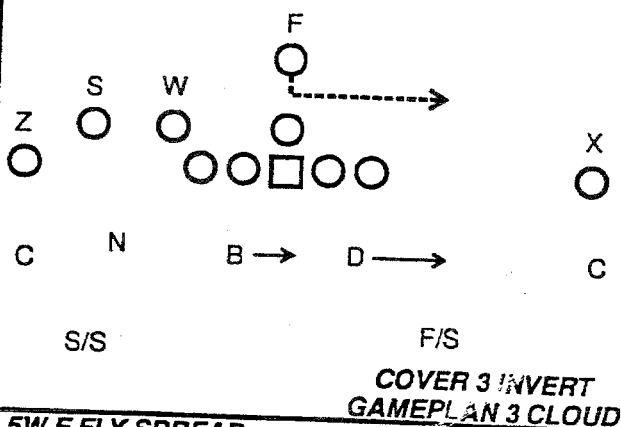
4W TEM FLOOD



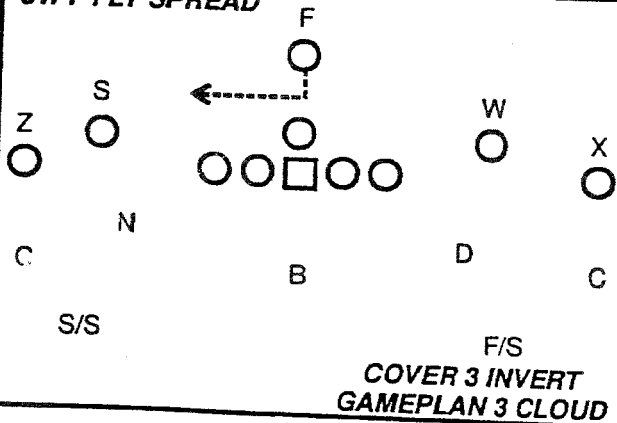
4W WING FLY TO FLOOD



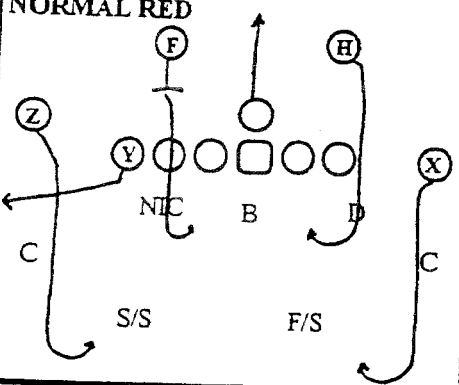
4W F MOTION FLOOD SPREAD



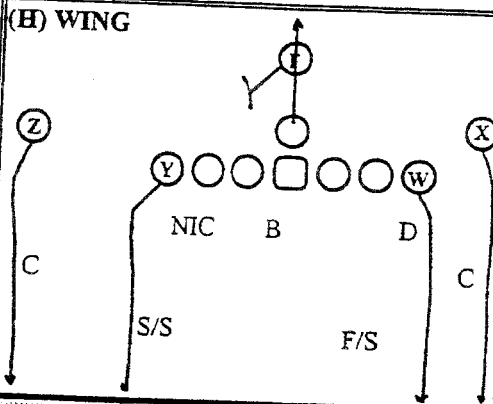
5W F FLY SPREAD



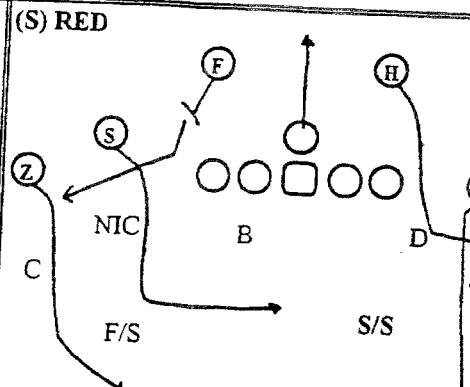
NORMAL RED



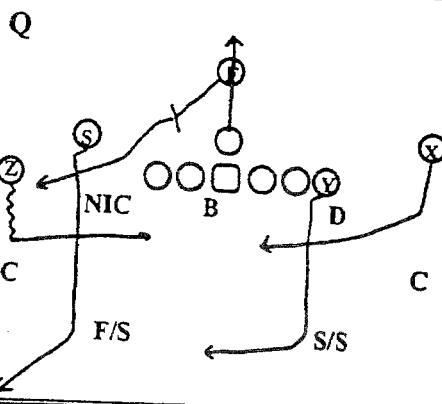
(H) WING



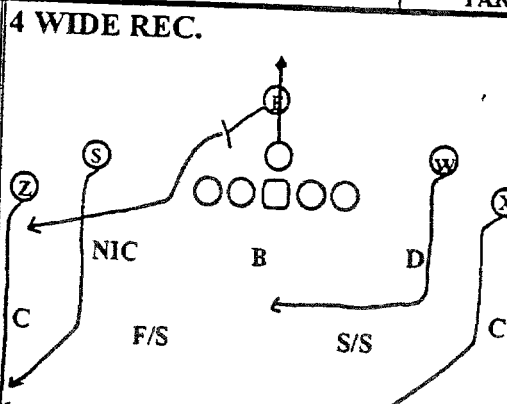
(S) RED



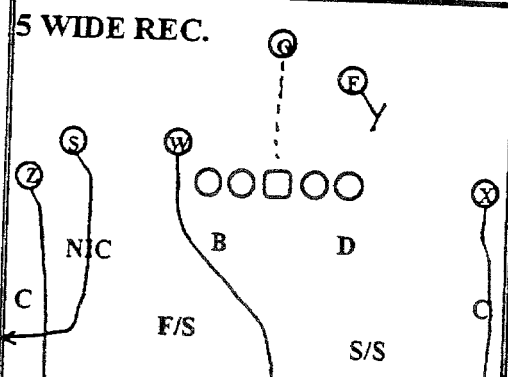
Q



4 WIDE REC.

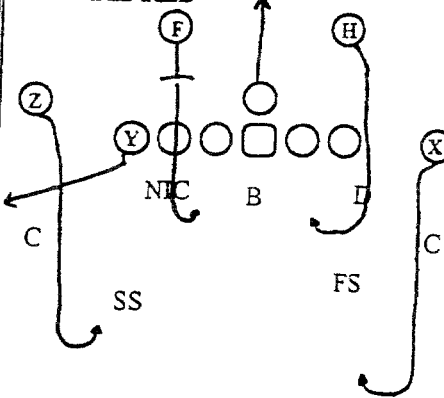


5 WIDE REC.

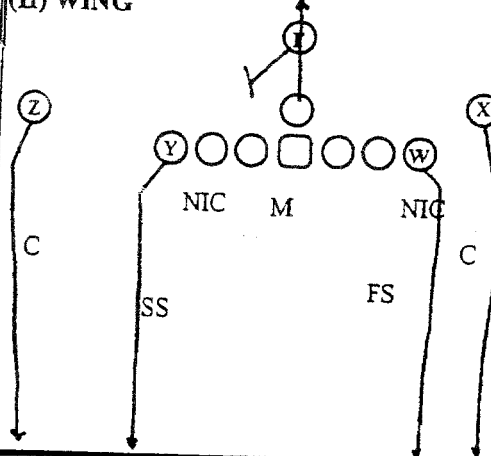


47 COVER 4 INVERT/CLOUD

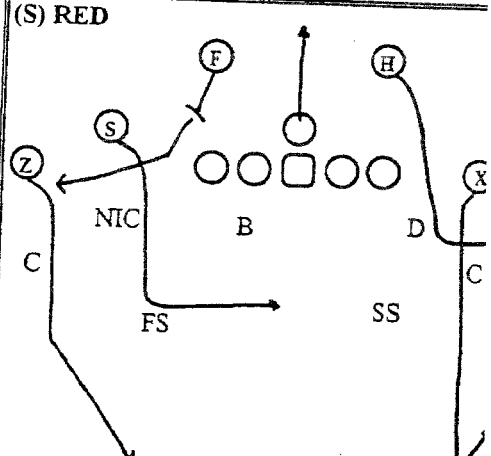
NORMAL RED



(H) WING

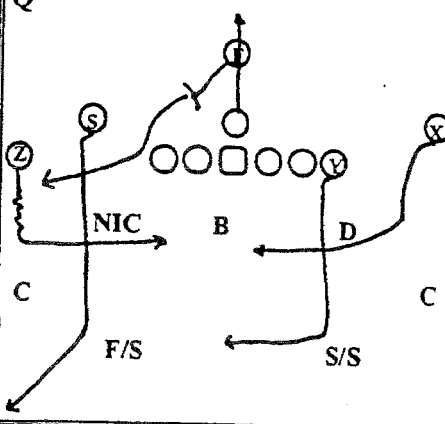


(S) RED

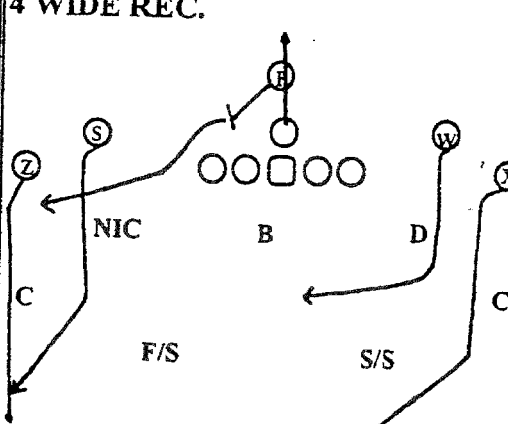


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
NIC	TO THE STRONG SIDE OF FORMATION MOTION, TEM, ORBIT, ROCKET PASS OVER TO DIME.	BOX OR BACKER	CURL/FLAT	<ol style="list-style-type: none"> 1. BUZZ CURL/FLAT. 2. READ RELEASE OF #2 & #3. COVER THE OUTSIDE OF #2 & #3. 3. IF #2 OR #3 RUNS BOW OUT COVER HIM. 4. IF #2 OR #3 RUN TAKE OFF THROUGH ZONE, COVER HIM. 5. ALERT TO PLAY CHINA PATTERN.
BUCK	IN MIDDLE OR FAVOR THE SIDE OF BACK	INVERT OR CLOUD	S/S HOOK/ CIRCLE	<ol style="list-style-type: none"> 1. BUZZ TO S/S HOOK/CIRCLE. 2. READ RELEASE OF #2 & #3. COVER THE INSIDE OF #2 & #3.
DIME	AWAY FROM NIC. FLY, PASS OVER TO NIC	INVERT OR CLOUD	INVERT: CURL/FLAT CLOUD: HOOK/ CIRCLE	<ol style="list-style-type: none"> 1: INVERT: CURL/FLAT 2. READ RELEASE OF #2 & #3. COVER THE OUTSIDE OF #2 & #3. 3. IF #2 OR #3 RUN TAKE OFF THROUGH ZONE, COVER HIM. 4. ALERT TO PLAY CHINA PATTERN. 5. CLOUD: COVER HOOK OR CIRCLE SEAM.

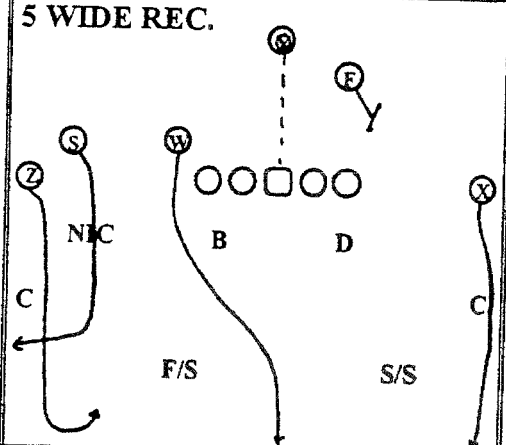
Q



4 WIDE REC.

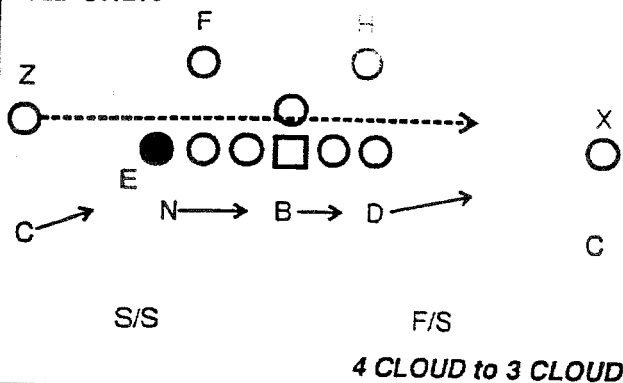


5 WIDE REC.

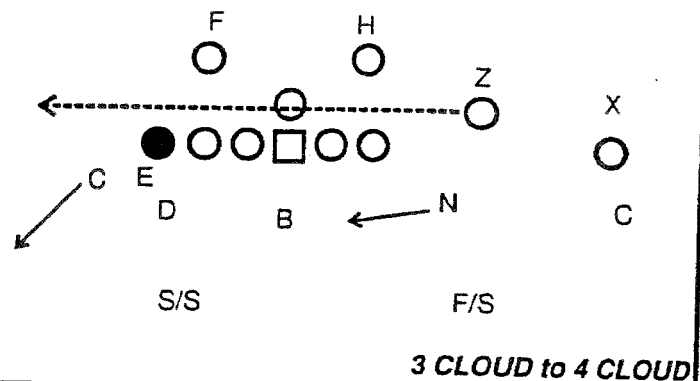


Nickel 47 vs Normal Personnel: COVER 4 INVERT/CLOUD

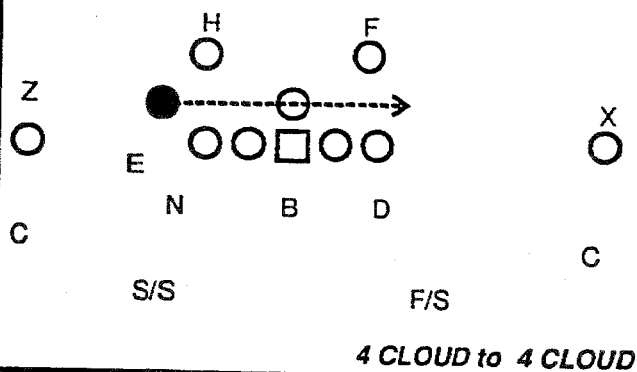
RED ORBIT



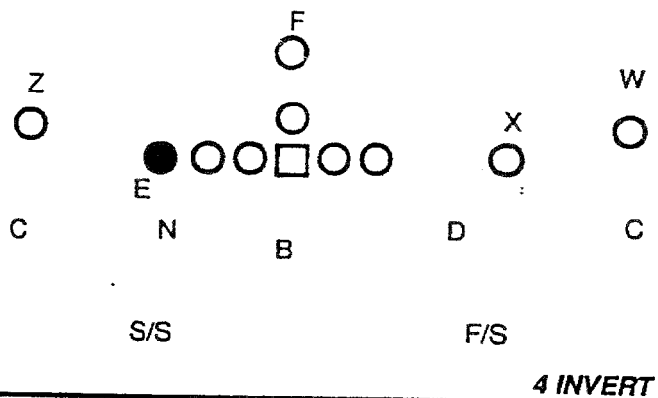
RED ROCKET



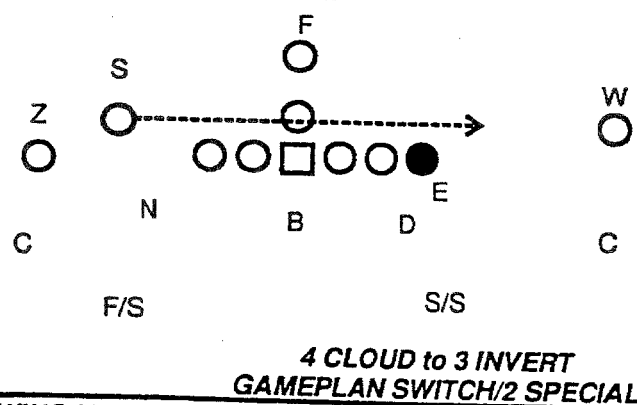
RED TEM



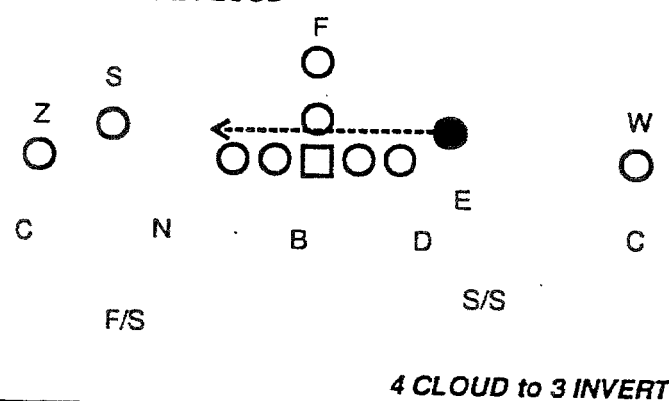
WING WIDE



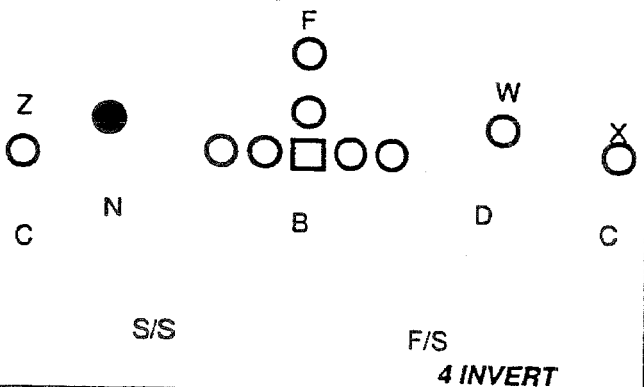
ROCKET TO FLOOD WIDE



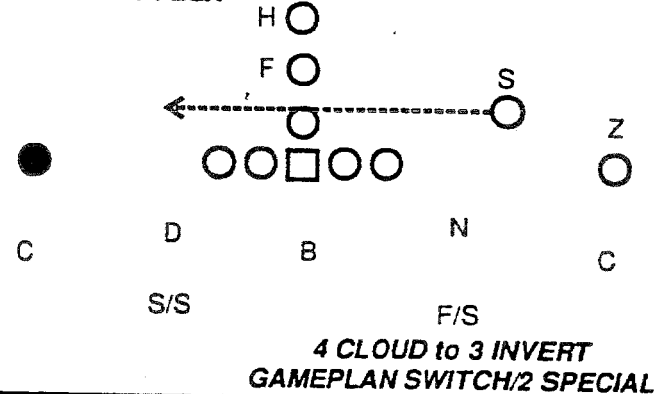
Y FLY-ORANGE FLOOD



WING KRACK Y FLEX

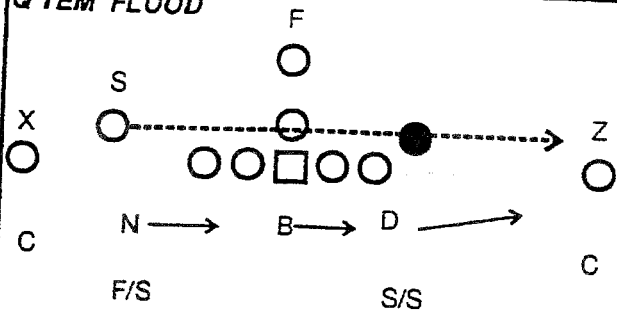


OPPOSITE Y FLEX



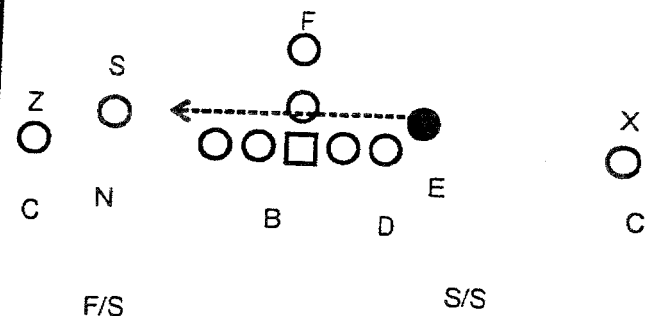
Nickel 47 vs Q/S Personnel: COVER 4 INVERT/CLOUD

Q TEM FLOOD



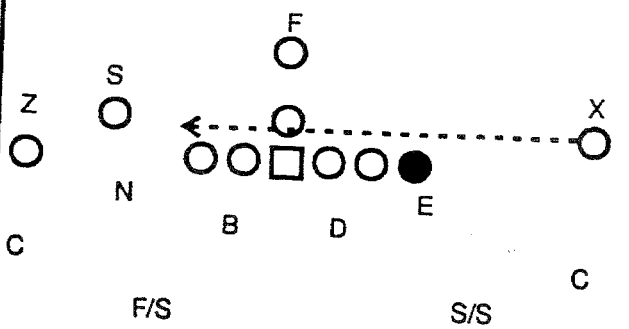
4 CLOUD to 3 INVERT
GAMEPLAN SWITCH/2 SPECIAL

Q FLY FLOOD



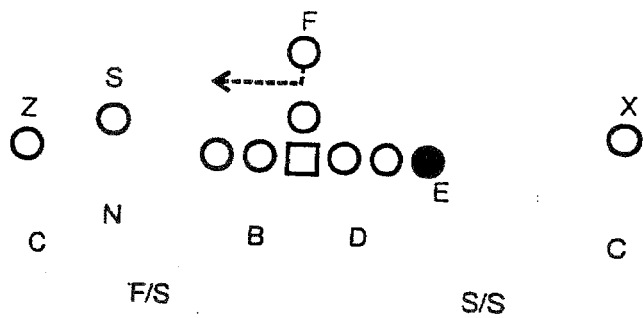
4 CLOUD to 3 INVERT
GAMEPLAN SWITCH/2 SPECIAL

Q X FLY OPPOSITE FLOOD



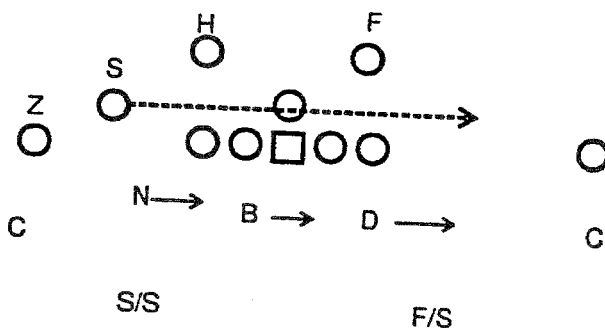
4 CLOUD to 3 INVERT

Q F FLY SPREAD



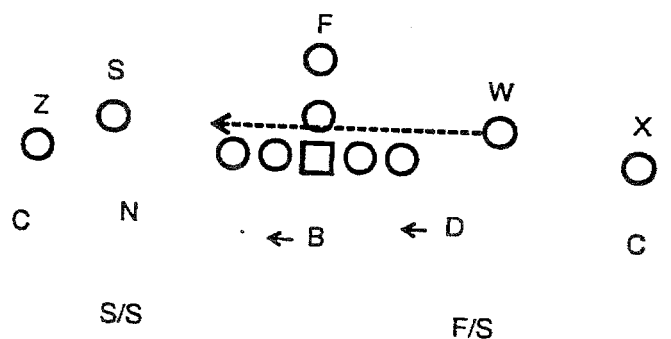
4 INVERT

S TEM RED RIGHT

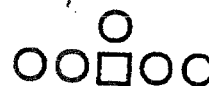


4 CLOUD to 4 CLOUD

S WING

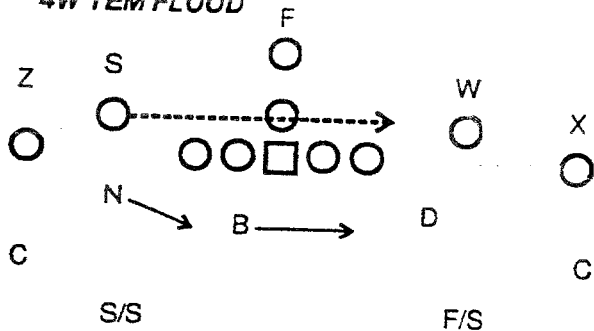


4 INVERT to 3 INVERT
GAMEPLAN SWITCH/2 SPECIAL



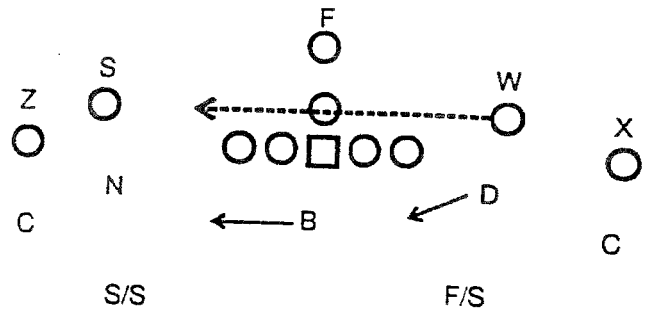
Nickel 47 vs 4WR's/5WR's:COVER 4 INVERT/CLOUD

4W TEM FLOOD



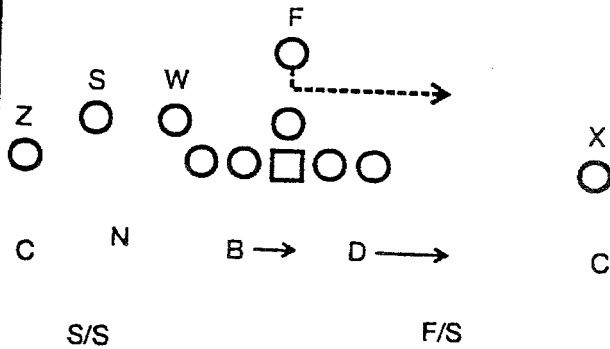
4 INVERT to 3 INVERT
GAMEPLAN SWITCH/2 SPECIAL

4W WING FLY TO FLOOD



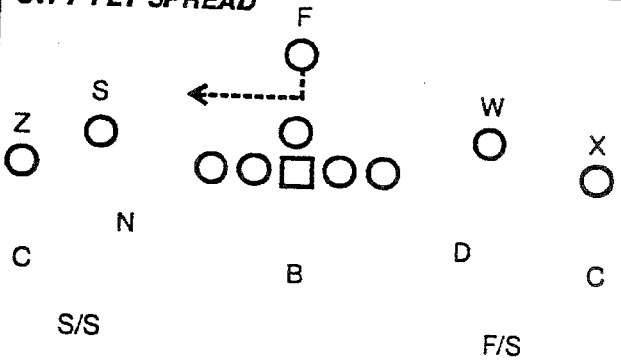
4 INVERT to 3 INVERT
GAMEPLAN SWITCH/2 SPECIAL

4W F MOTION FLOOD SPREAD

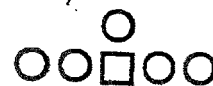


4 INVERT to 3 INVERT
GAMEPLAN SWITCH/2 SPECIAL

5W F FLY SPREAD

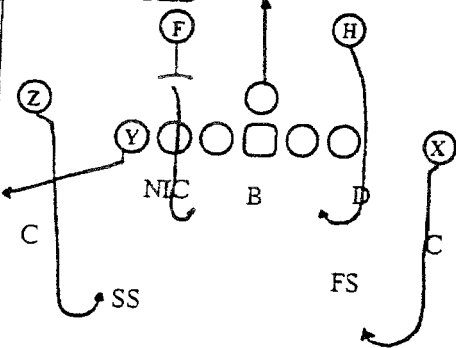


4 INVERT

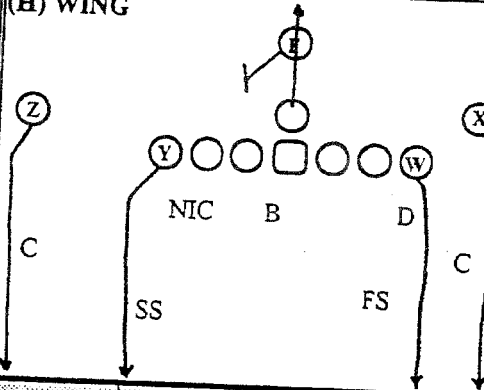


47 COVER 11 (ELEVEN)

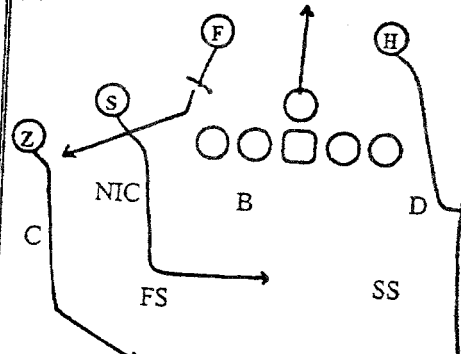
NORMAL RED



(H) WING

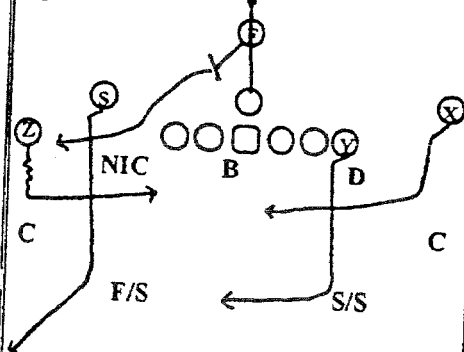


(S) RED

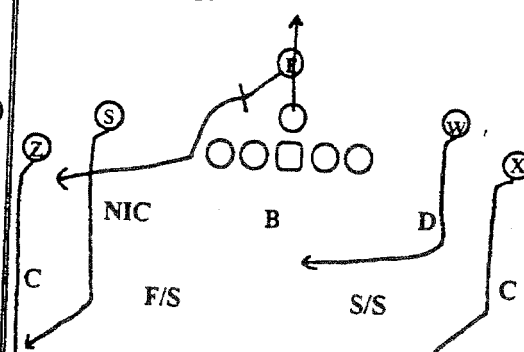


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	INSIDE #1 7 YARDS DEEP SPLIT RULE COULD <u>PRESS</u> INK/ORK	BOX	M/M #1	1. M/M INSIDE TECHNIQUE (FOLLOW SPLIT RULE. 2. TOTAL CONCENTRATION ON RECEIVER 3. STAY IN BACK PEDDLE AS LONG AS POSSIBLE, KEEPING CUSHION. 4. YOU HAVE F/S HELP IN DEEP MIDDLE.
STRONG SAFETY	OUTSIDE "Y" 10 YARDS DEEP SHOW DOUBLE SWITCH	BOX	LURK, ROB, SPY, OR DEEP MIDDLE 1/3	1. ON SNAP WORK INTO MIDDLE AREA 10 TO 12 YARDS DEEP LOOKING FOR INSIDE CUTS. 2. ROB A CERTAIN PASS CUT. 3. SPY (SCREENS, DRAWS, CHINA'S, SCRAMBLE.
FREE SAFETY	2 YARDS OUTSIDE WEAK TACKLE. SHOW DOUBLE SWITCH	BOX	LURK, ROB, SPY OR DEEP MIDDLE 1/3	1. READ QB AND BALL - KEY #2 TO HELP READ PATTERN. 2. GET DEPTH - DO NOT JUMP INTERMEDIATE PASS ROUTES. 3. COULD LURK, ROB OR SPY BY GAME PLAN OR FORMATION.
WEAK CORNER	INSIDE #1 7 YARDS DEEP SPLIT RULE COULD <u>PRESS</u> INK/ORK	BOX	M/M #1	1. M/M INSIDE TECHNIQUE (FOLLOW SPLIT RULE. 2. TOTAL CONCENTRATION ON RECEIVER 3. STAY IN BACK PEDDLE AS LONG AS POSSIBLE, KEEPING CUSHION. 4. YOU HAVE F/S HELP IN DEEP MIDDLE.

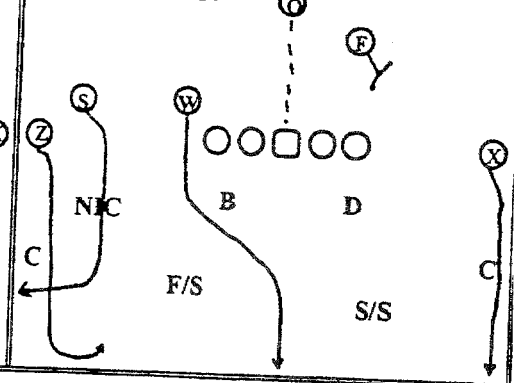
Q



4 WIDE REC.

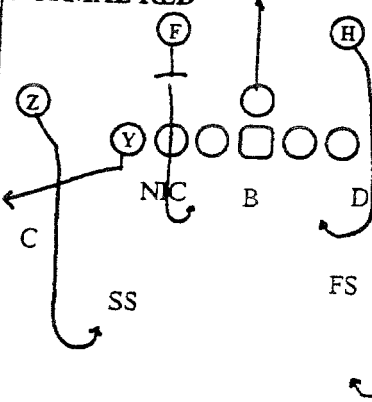


5 WIDE REC.

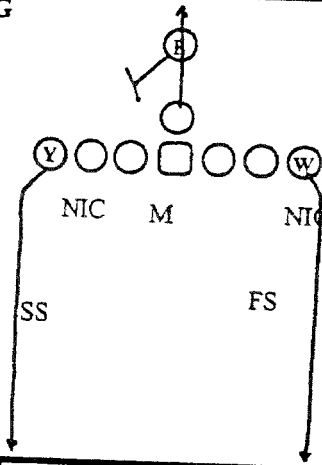


47 COVER 11 (ELEVEN)

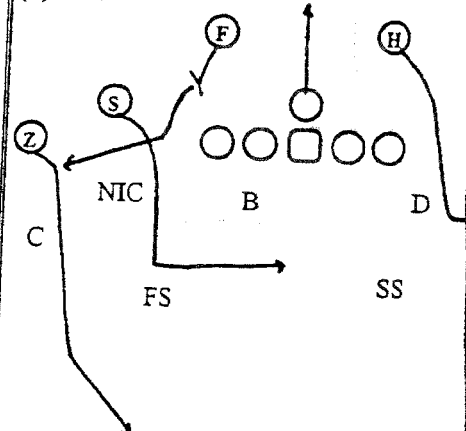
NORMAL RED



(H) WING

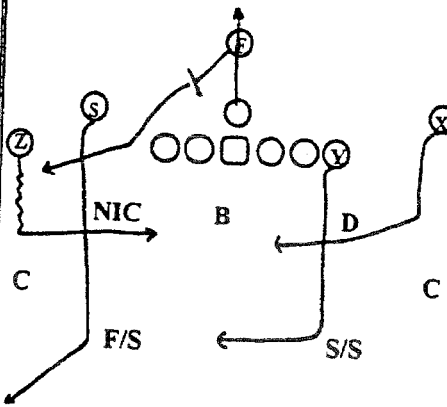


(S) RED

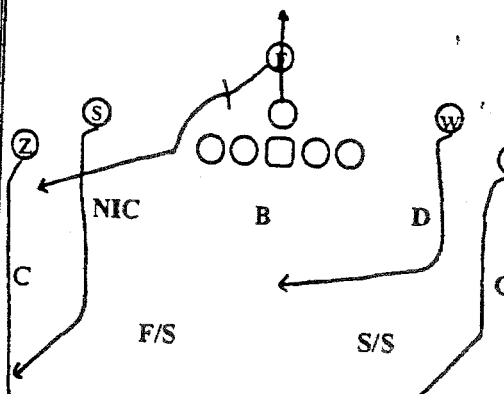


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
NIC	ON #2 TO THE STRONG SIDE OF THE FORMATION <u>CARRY ACROSS:</u> <u>ORBIT,</u> <u>ROCKET AND</u> <u>TEM</u> (STRONG TO WEAK)	BOX	COVER #2 M/M USING OUTSIDE TECHNIQUE.	1. COVER #2 M/M OUTSIDE TECHNIQUE. 2. USE THE LURK AND FREE SAFETY INSIDE.
BUCK	ON #3, MOVEMENT TO SPREAD, ON #3.(COULD SWITCH WITH LURKER.)	BOX	COVER #3 M/M. COULD BECOME THE LURK, ROBBER, OR SPY.	1. COVER #3 M/M USING OUTSIDE TECHNIQUE 2. USE THE LURK AND FREE SAFETY INSIDE
DIME	ON #2 AWAY FROM NIC CARRY ANY FLY TO FLOOD. (WEAK TO STRONG.)	BOX	COVER #2 W/S M/M USING OUTSIDE TECHNIQUE	1. COVER #2 W/S M/M USING OUTSIDE SIDE TECHNIQUE. 2. USE THE LURK AND FREE SAFETY INSIDE.

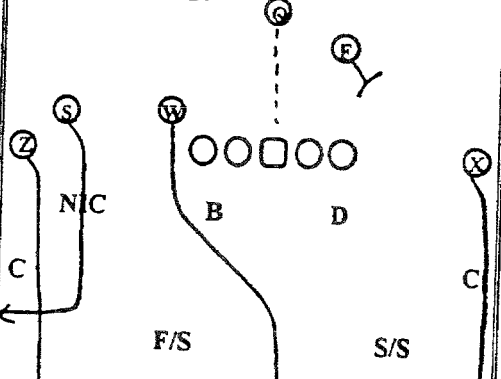
Q



4 WIDE REC.

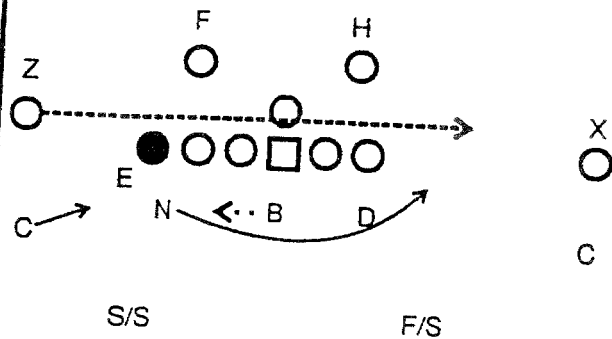


5 WIDE REC.

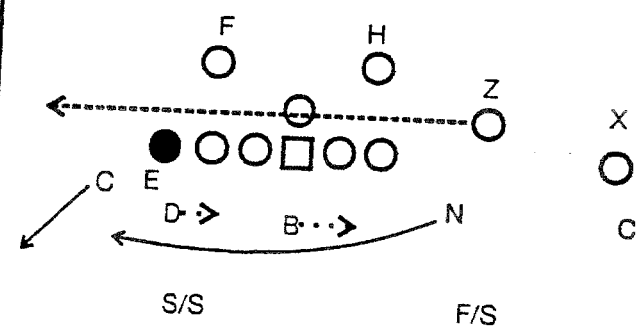


Nickel 47 vs Normal Personnel: COVER 11

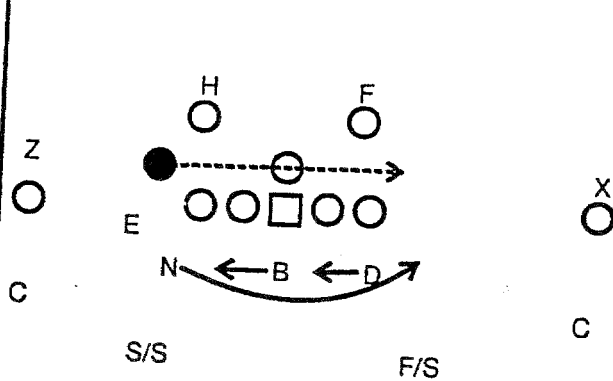
RED ORBIT



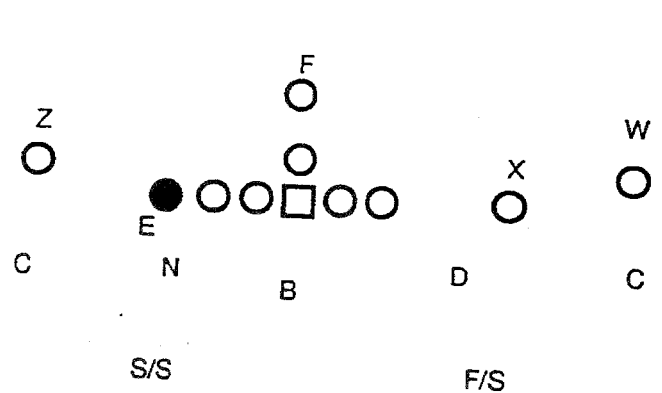
RED ROCKET



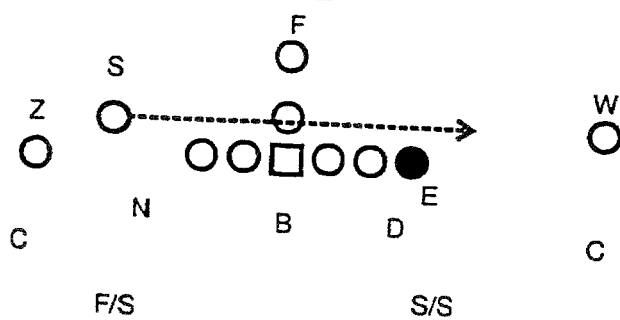
RED TEM



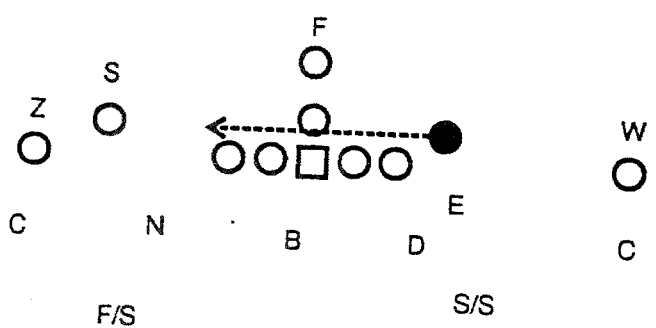
WING WIDE



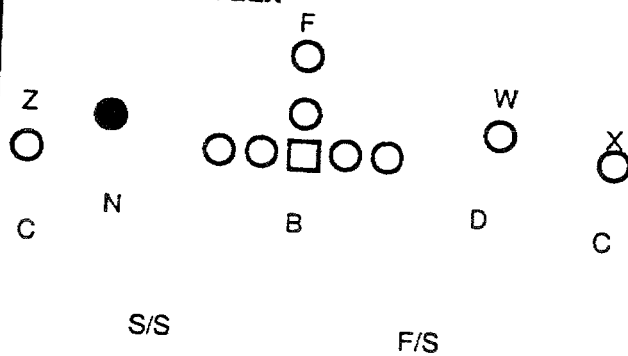
ROCKET TO FLOOD WIDE



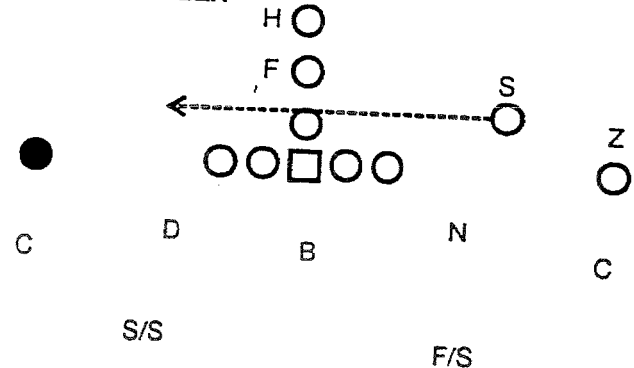
Y FLY-ORANGE FLOOD



WING KRACK Y FLEX

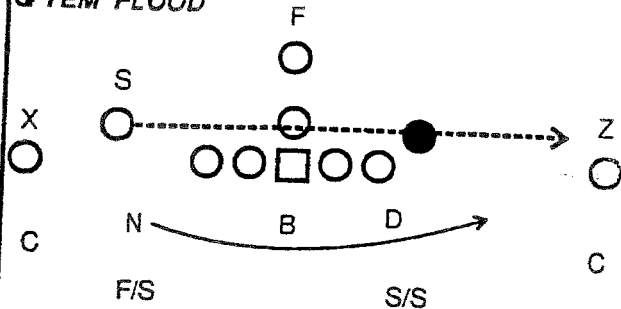


OPPOSITE Y FLEX

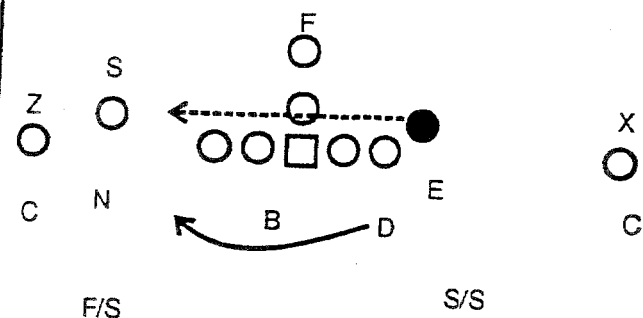


Nickel 47 vs Q/S Personnel: COVER 11

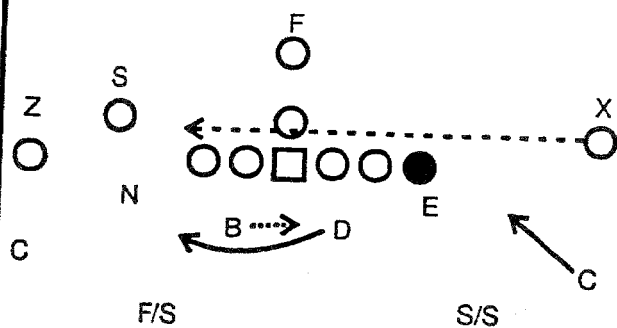
Q TEM FLOOD



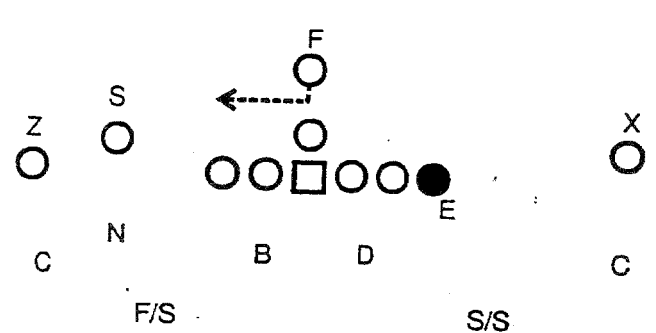
Q FLY FLOOD



Q X FLY OPPOSITE FLOOD

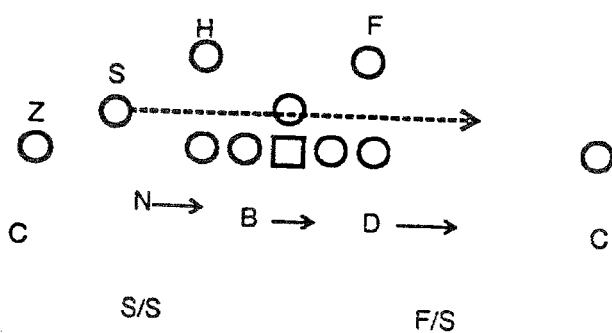


Q F FLY SPREAD

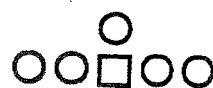
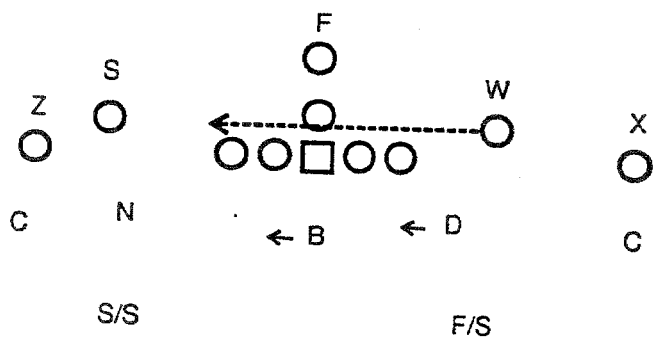


NOTE: "LURK" SAFETY MOVE TO 10-UP LOOK.
COULD ALSO HAVE "BUCK LURK", F/S COVER FLY.

S TEM RED RIGHT

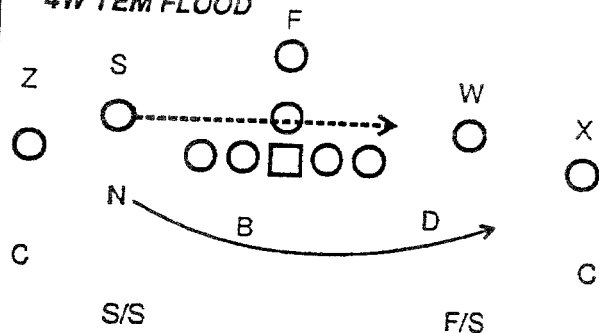


S WING

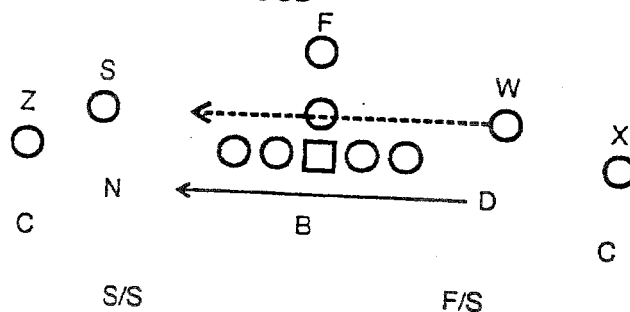


Nickel 47 vs 4WR's/5WR's: COVER 11

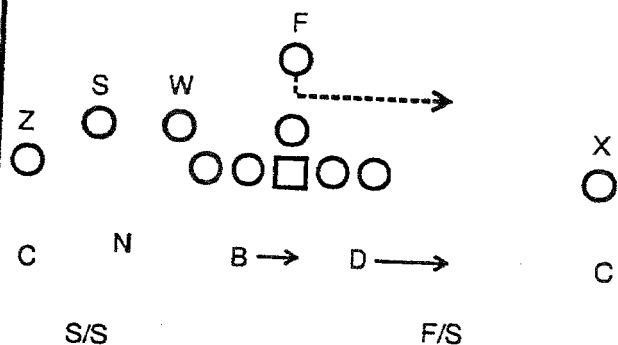
4W TEM FLOOD



4W WING FLY TO FLOOD

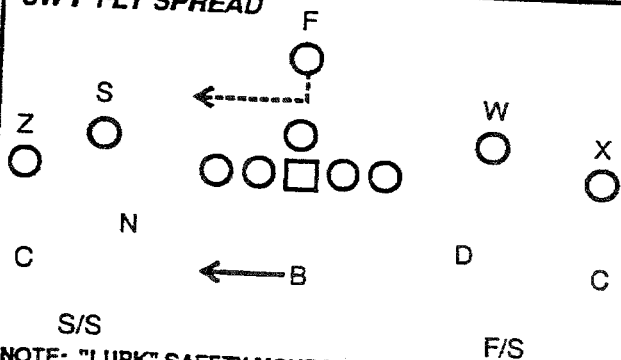


4W F MOTION FLOOD SPREAD



NOTE: "LURK" SAFETY MOVE TO 10-UP LOOK.
COULD ALSO HAVE BUCK LURK, F/S COVER MOTION.

5W F FLY SPREAD

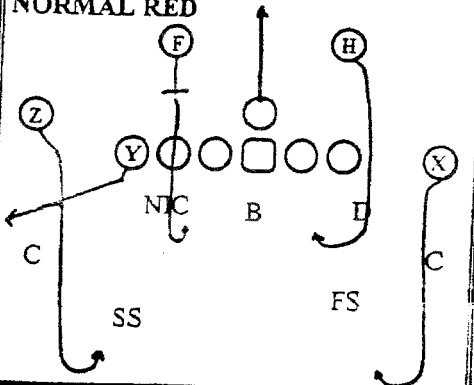


NOTE: "LURK" SAFETY MOVE TO 10-UP LOOK.
COULD ALSO HAVE BUCK LURK, F/S COVER FLY.

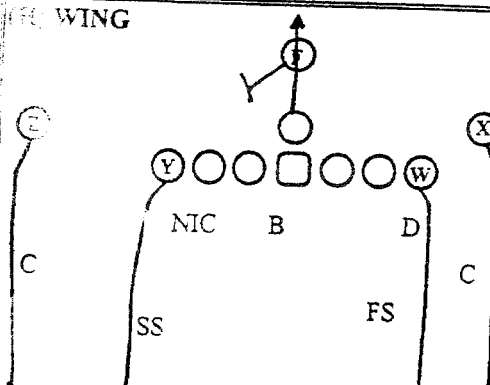


47 COVER 88

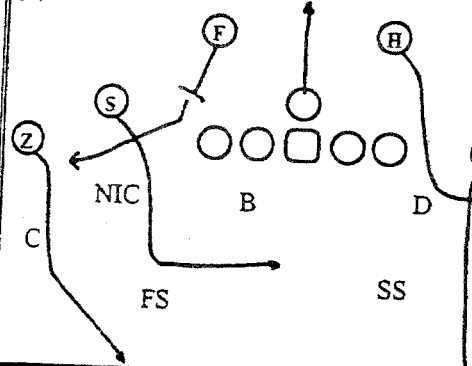
NORMAL RED



WING

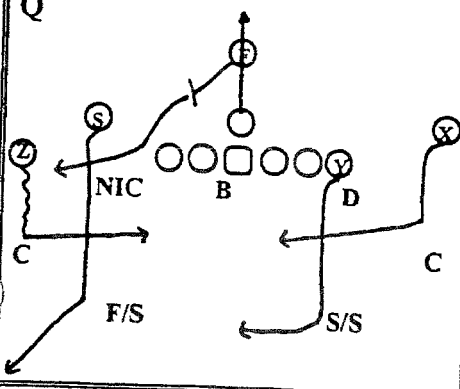


(S) RED

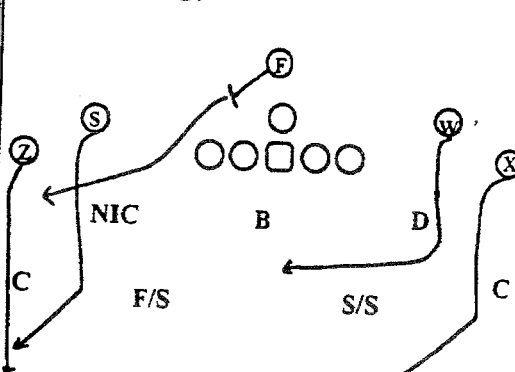


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	PRESS ALIGNMENT ON #1 (INK)	LATE SKY	INK TRAIL TECHNIQUE	<ol style="list-style-type: none"> 1. TRAIL M/M ON #1 2. RE-ROUTE AND GET INTO TRAIL POSITION. 3. KEEP TOTAL CONCENTRATION ON INSIDE HIP OF RECEIVER. 4. MAINTAIN INSIDE POSITION ON HIP THROUGHOUT ROUTE. 5. KNOW YOU HAVE DEEP HELP, MAINTAIN YOUR OUTSIDE FOOT ON RECEIVER'S INSIDE FOOT. YOU WILL HAVE A 1 YARD REVERSE CUSHION. 5. ALERT FOR A "BANJO" WITH BUCK OR DIME ON NEAR.
STRONG SAFETY	3 YARDS INSIDE NUMBERS 10 YARDS DEEP	LATE SKY	DEEP HALF FIELD	<ol style="list-style-type: none"> 1. PLAY LIKE COVER 2. KNOW CORNERS, NIC, BUCK AND DIME ARE TRYING TO TAKE AWAY INSIDE CUTS. 2. SHOW DOUBLE SWITCH
FREE SAFETY	3 YARDS INSIDE NUMBERS 10 YARDS DEEP	LATE SKY	DEEP HALF FIELD	<ol style="list-style-type: none"> 1. PLAY LIKE COVER 2. KNOW CORNERS, NIC, BUCK, AND DIME ARE TRYING TO TAKE AWAY INSIDE CUTS. 2. SHOW DOUBLE SWITCH
WEAK CORNER	PRESS ALIGNMENT ON #1 (INK)	LATE SKY	INK TRAIL TECHNIQUE	<ol style="list-style-type: none"> 1. TRAIL M/M ON #1 2. RE-ROUTE AND GET INTO TRAIL POSITION. 3. KEEP TOTAL CONCENTRATION ON INSIDE HIP OF RECEIVER. 4. MAINTAIN INSIDE POSITION ON HIP THROUGHOUT ROUTE. 5. KNOW YOU HAVE DEEP HELP, MAINTAIN YOUR OUTSIDE FOOT ON RECEIVER'S INSIDE FOOT. YOU WILL HAVE A 1 YARD REVERSE CUSHION. 5. ALERT FOR A "BANJO" WITH BUCK OR DIME ON NEAR.

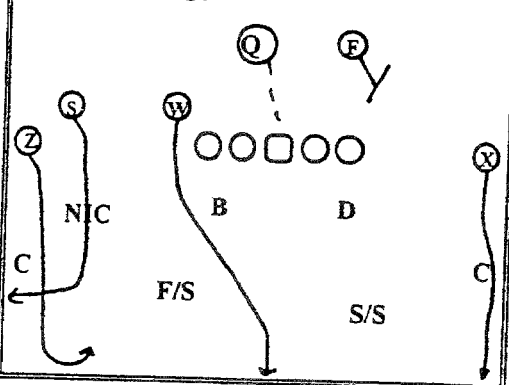
Q



4 WIDE REC.

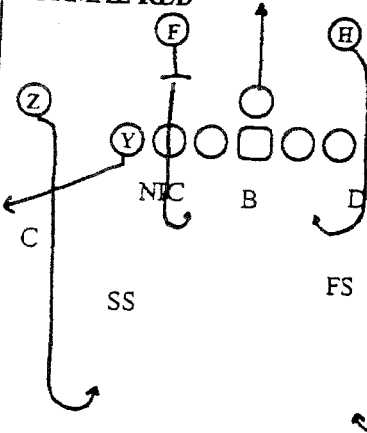


5 WIDE REC.

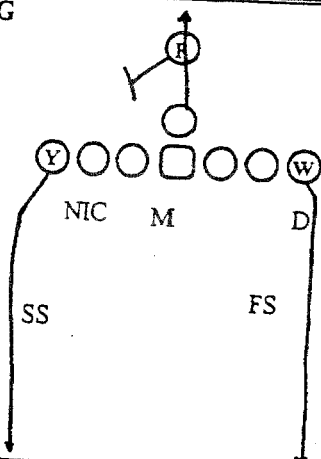


47 COVER 88

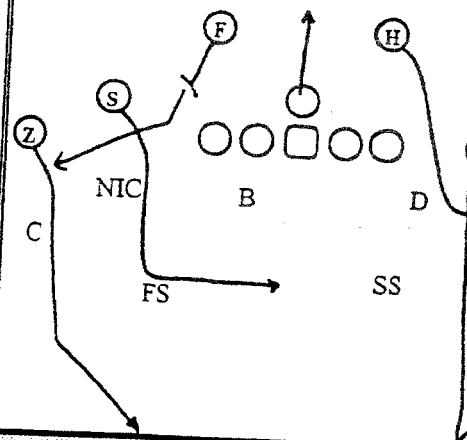
NORMAL RED



(H) WING



(S) RED

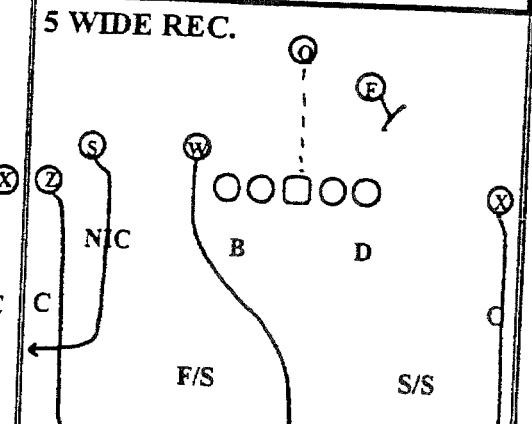
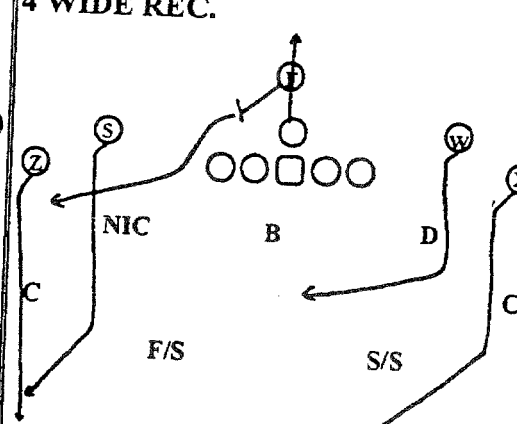
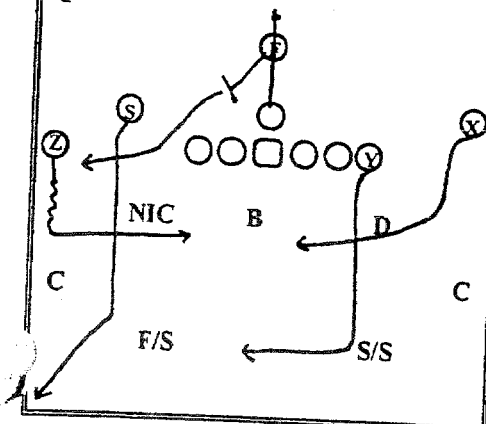


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
NIC	PRESS ALIGNMENT ON #2 S/S (INK)	LATE SKY	PRESS M/M INK ON #2 S/S	<ol style="list-style-type: none"> 1. JAM AND TRAIL INSIDE OUT ON #2 2. USE HALF COVERAGE 3. WITH TITE END AND OFF SET BACK, ALERT TO BANJO #2 AND #3 WITH BUCK.
BUCK	IN MIDDLE OF DEFENSE OR ON #3	LATE SKY	1. COVER #3 INSIDE TECH.	<ol style="list-style-type: none"> 1. JAM AND TRAIL INSIDE OUT ON #3. 2. IF #3 BLOCKS ENGAGE HIM. 3. CAN BANJO WITH NIC OR DIME VS REGULAR 2 BACK FORMATION, OR WITH NEAR. 4. MOVEMENT OF BACKS STICK COVERAGE.
DIME	PRESS ALIGNMENT ON #2 W/S. IF #2 IS IN BACKFIELD, ALIGN ON #2	LATE SKY	PRESS M/M INK ON #2 W/S.	<ol style="list-style-type: none"> 1. JAM AND TRAIL INSIDE OUT ON #2 2. USE HALF COVERAGE 3. WITH TITE END AND OFF SET BACK, ALERT TO BANJO #2 AND #3 WITH BUCK.

Q

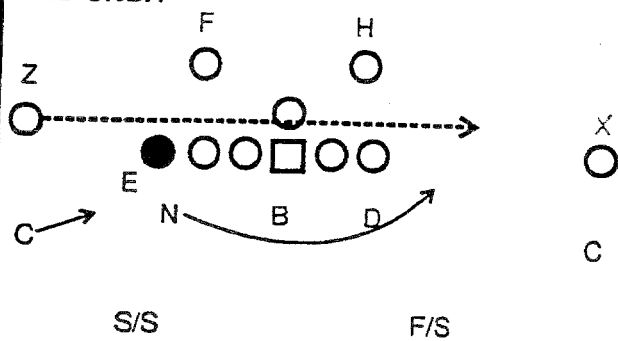
4 WIDE REC.

5 WIDE REC.

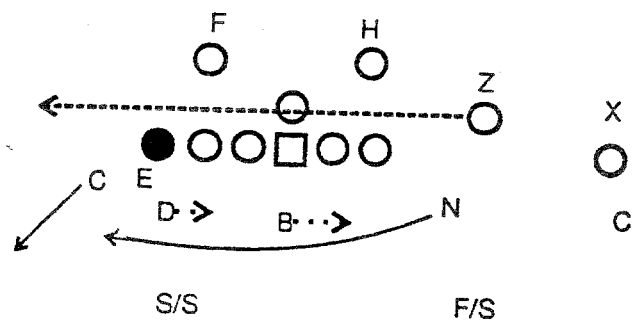


Nickel 47 vs Normal Personnel: COVER 88

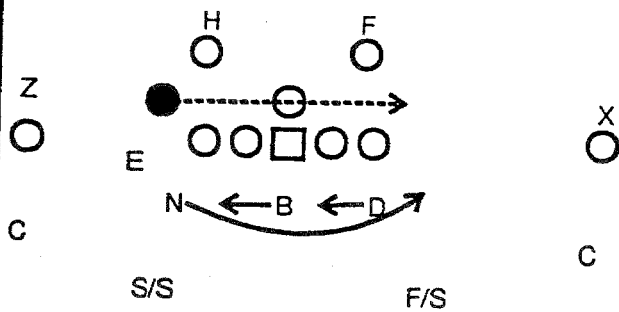
RED ORBIT



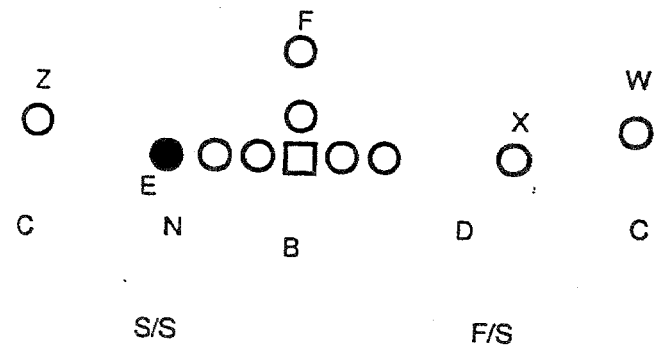
RED ROCKET



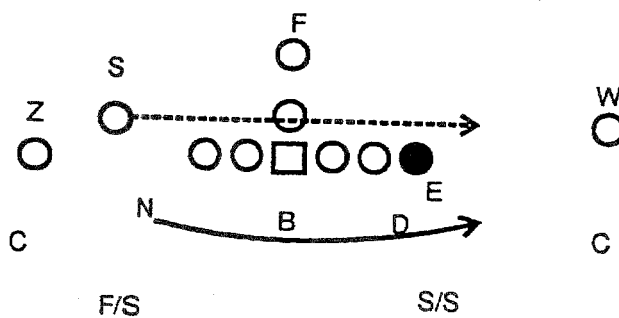
RED TEM



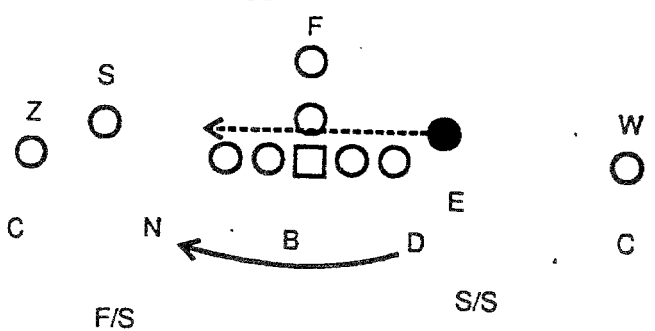
WING WIDE



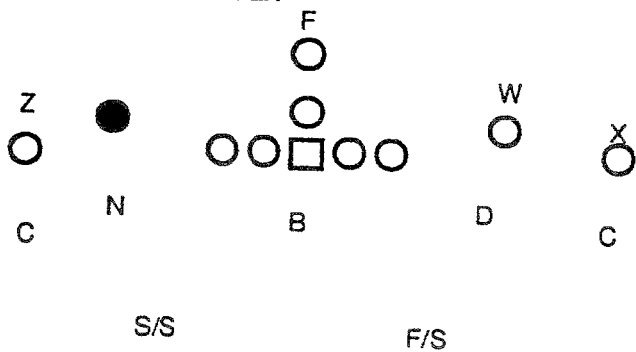
ROCKET TO FLOOD WIDE



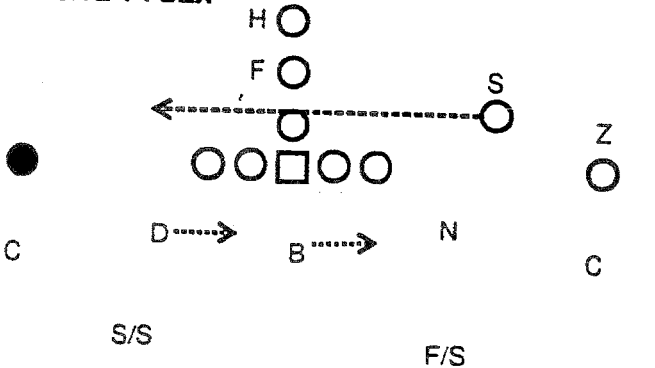
Y FLY-ORANGE FLOOD



WING KRACK Y FLEX

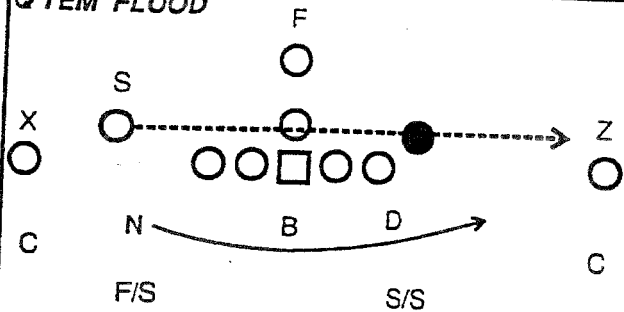


OPPOSITE Y FLEX

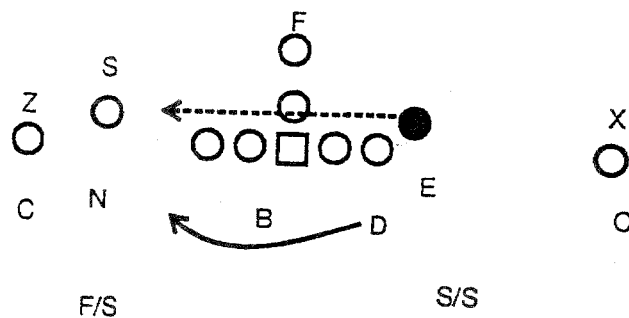


Nickel 47 vs Q/S Personnel: COVER 88

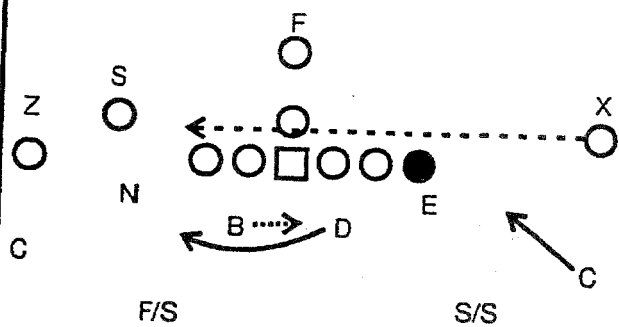
Q TEM FLOOD



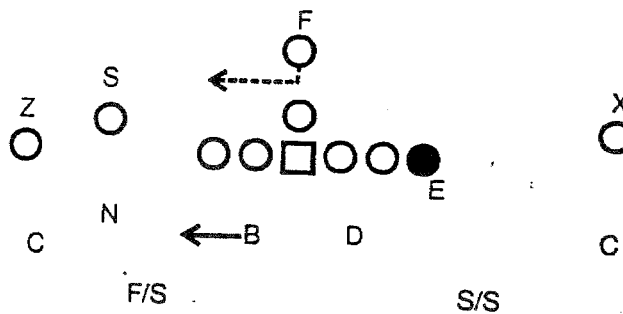
Q FLY FLOOD



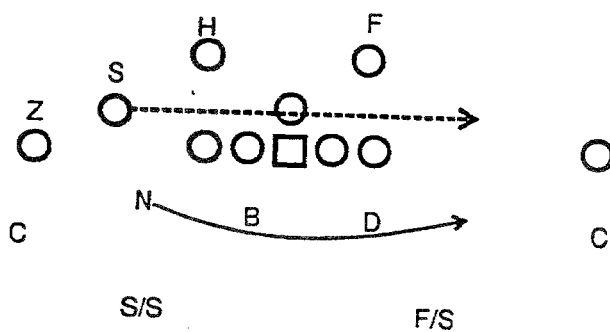
Q X FLY OPPOSITE FLOOD



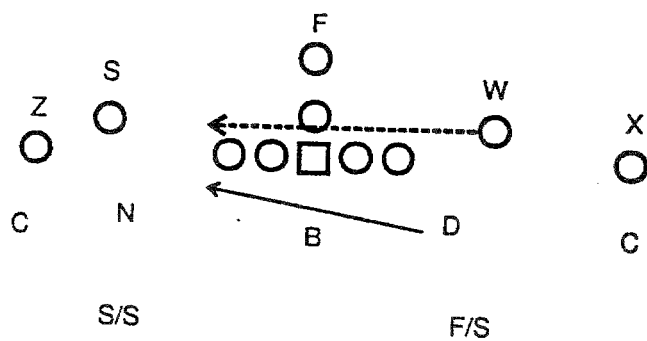
Q F FLY SPREAD



S TEM RED RIGHT

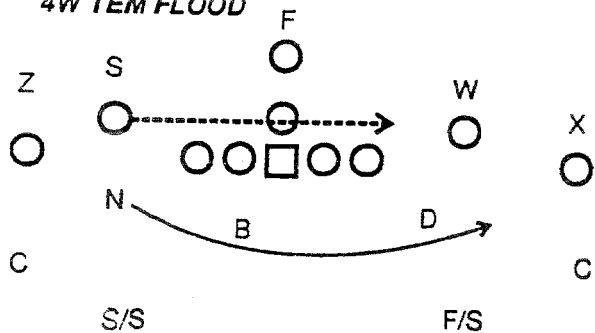


S WING

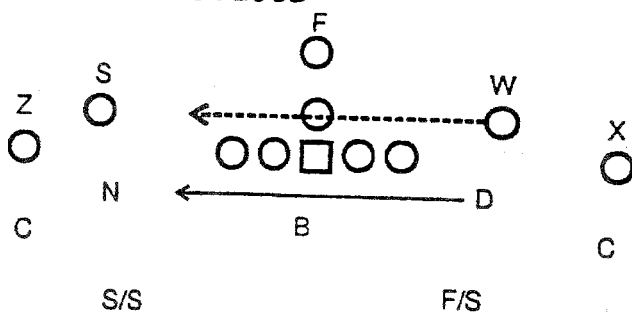


Nickel 47 vs 4WR's/5WR's: COVER 88

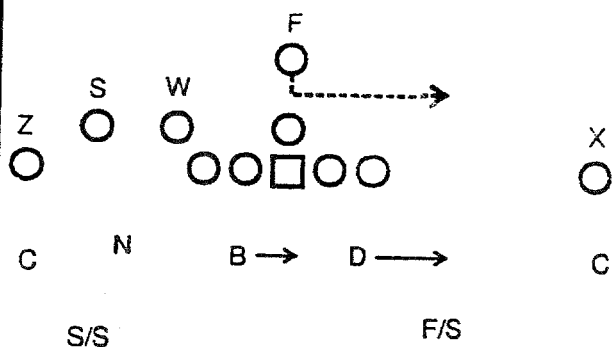
4W TEM FLOOD



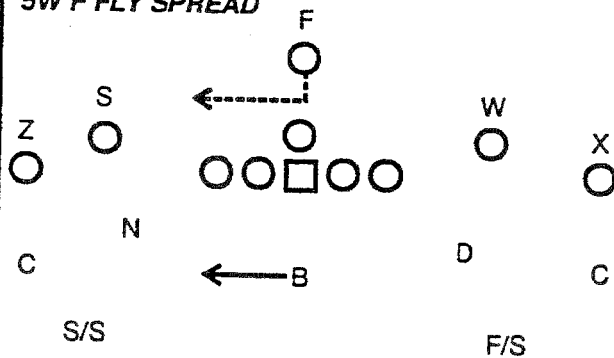
4W WING FLY TO FLOOD



4W F MOTION FLOOD SPREAD

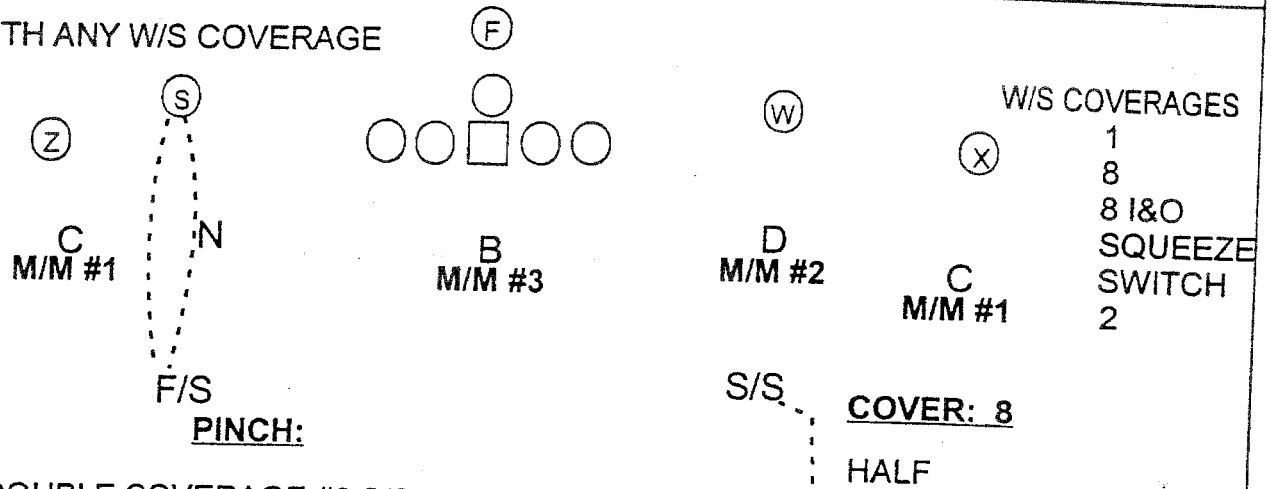


5W F FLY SPREAD



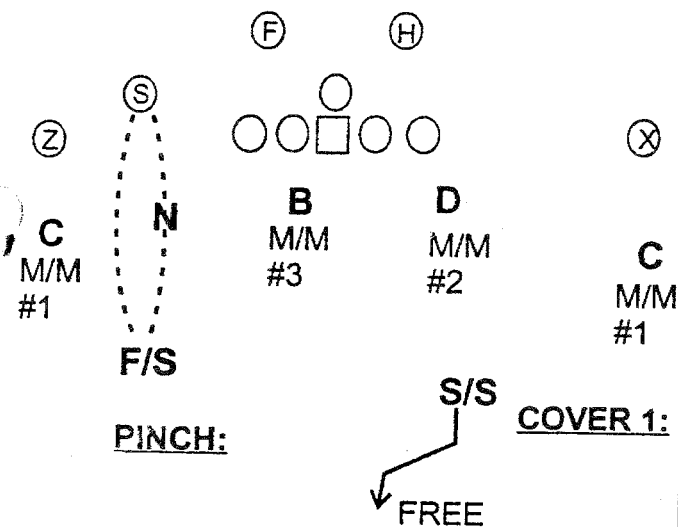
47 NICKEL COMBINATION COVERAGES

PINCH: WITH ANY W/S COVERAGE

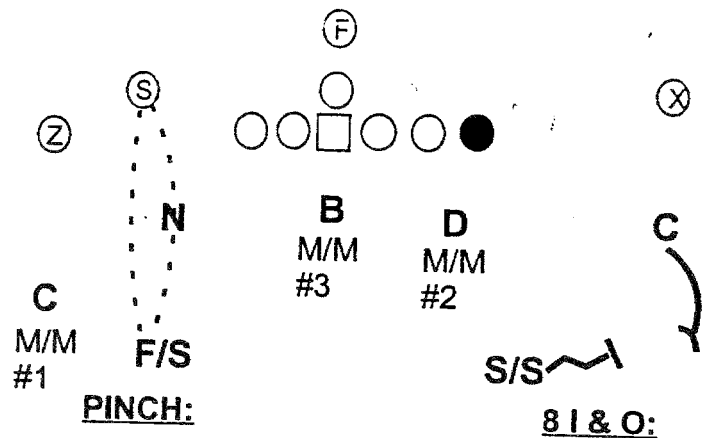


NIC & S/S: DOUBLE COVERAGE #2 S/S.

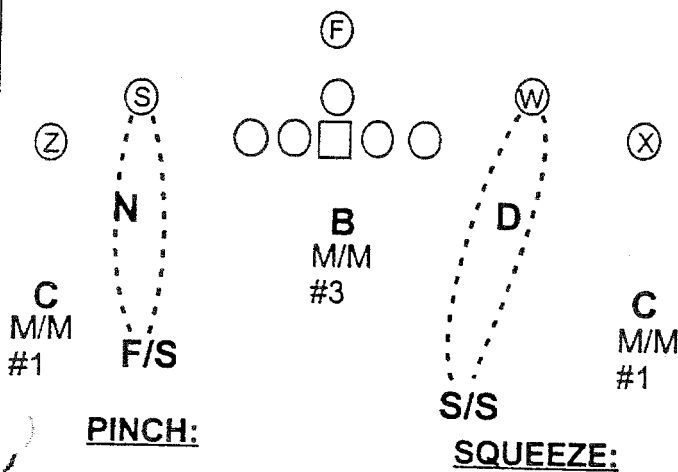
PINCH - COVER 1



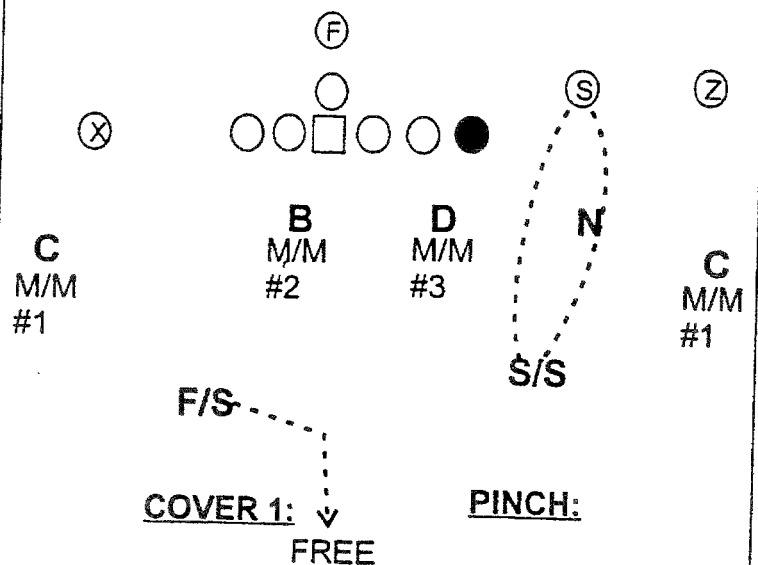
PINCH - 8 I & O



PINCH - SQUEEZE

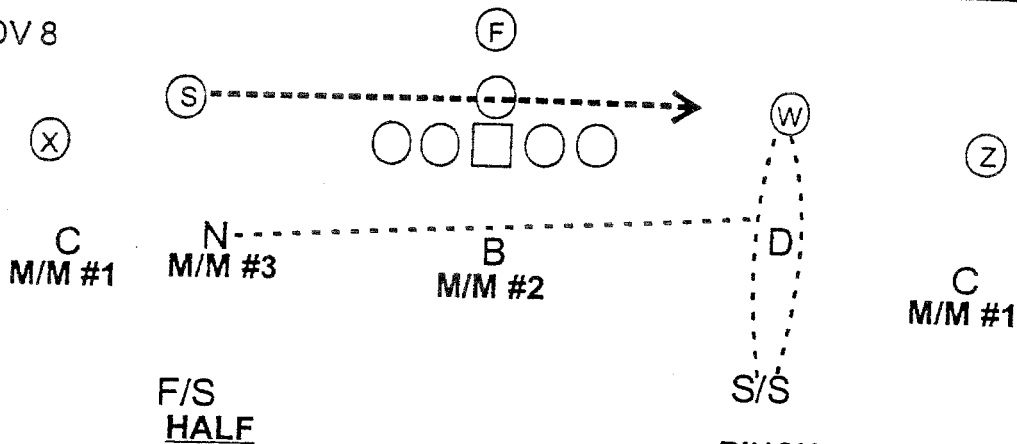


PINCH - COVER 1



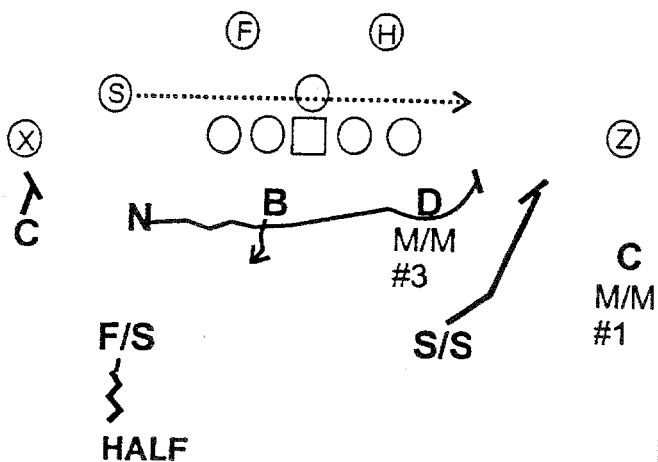
47 NICKEL COVERAGES

PINCH: COV 8



COVER: 8

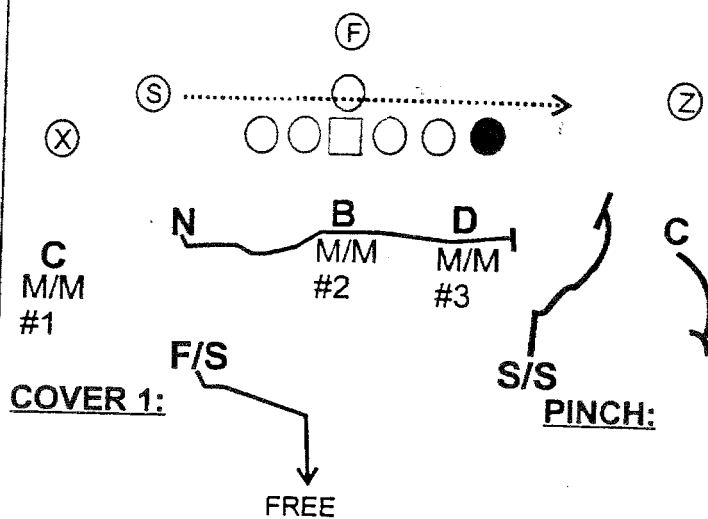
PINCH - COVER 2



COVER2:

PINCH:

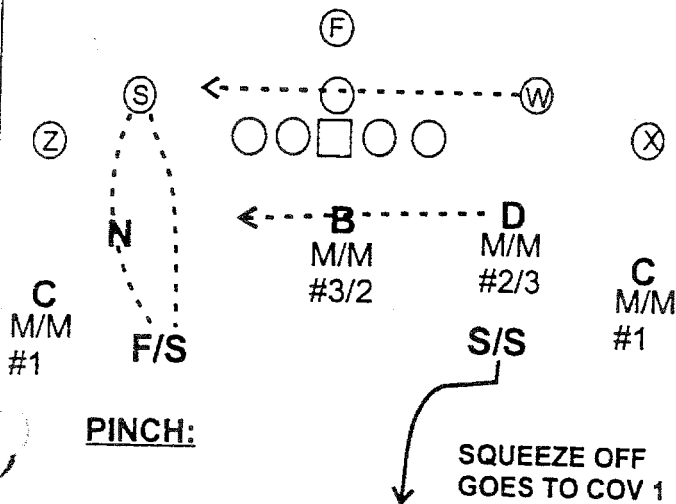
PINCH - COVER 1



COVER 1:

FREE

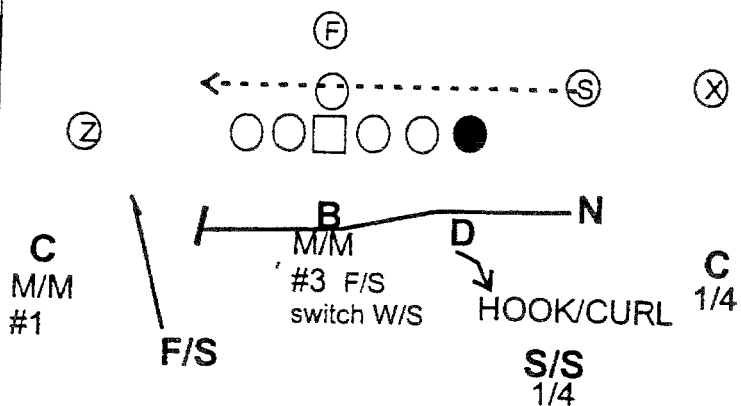
PINCH - SQUEEZE = PINCH-COVER 1



PINCH:

SQUEEZE OFF
GOES TO COV 1

PINCH - SWITCH

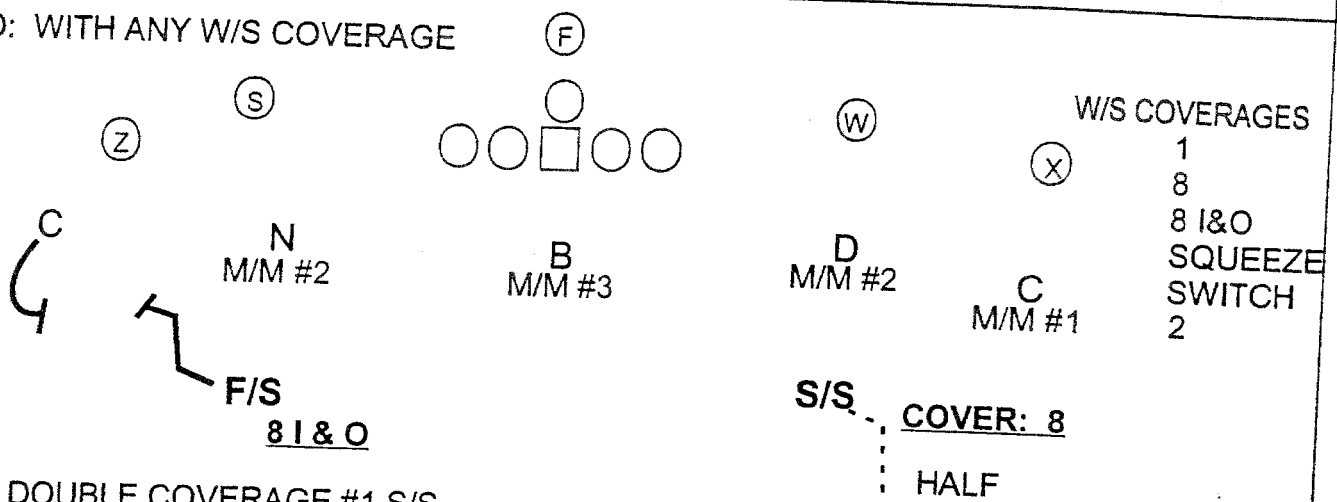


PINCH:

SWITCH:

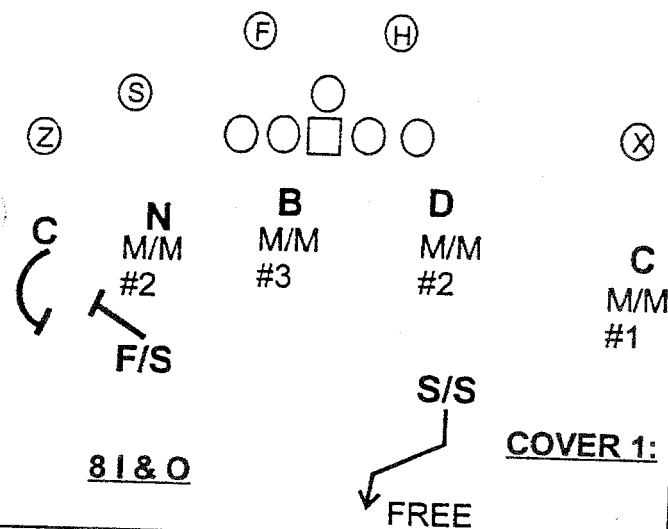
47 NICKEL COMBINATION COVERAGES

8 I & O: WITH ANY W/S COVERAGE

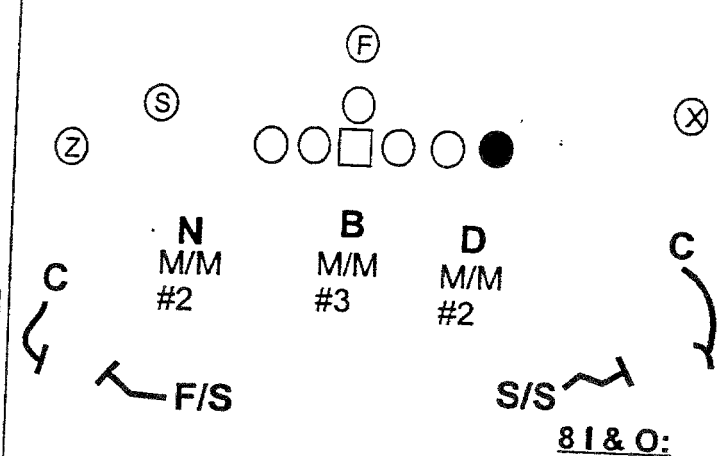


C & FS: DOUBLE COVERAGE #1 S/S.

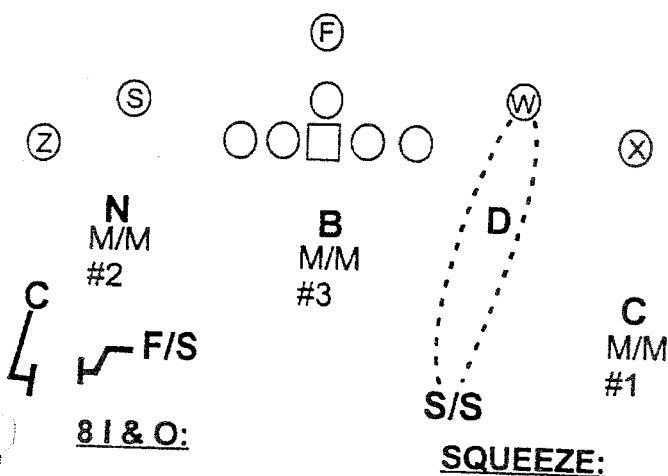
8 I & O - COVER 1



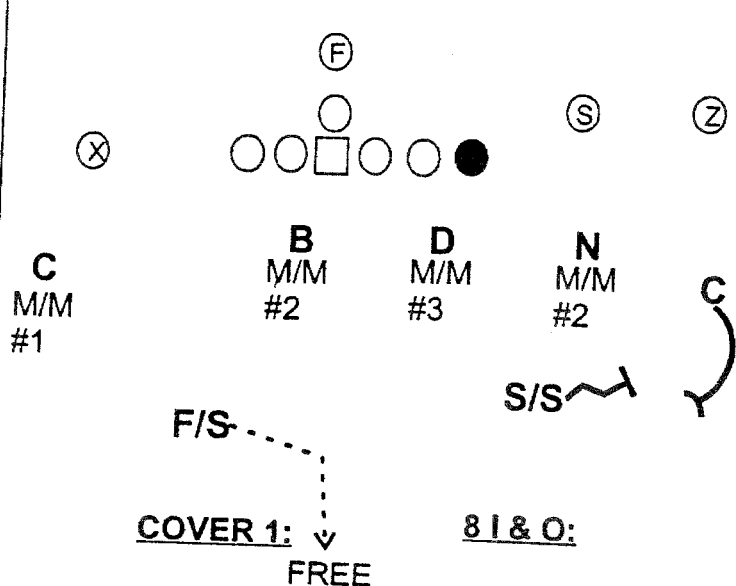
8 I & O - 8 I & O



8 I & O - SQUEEZE

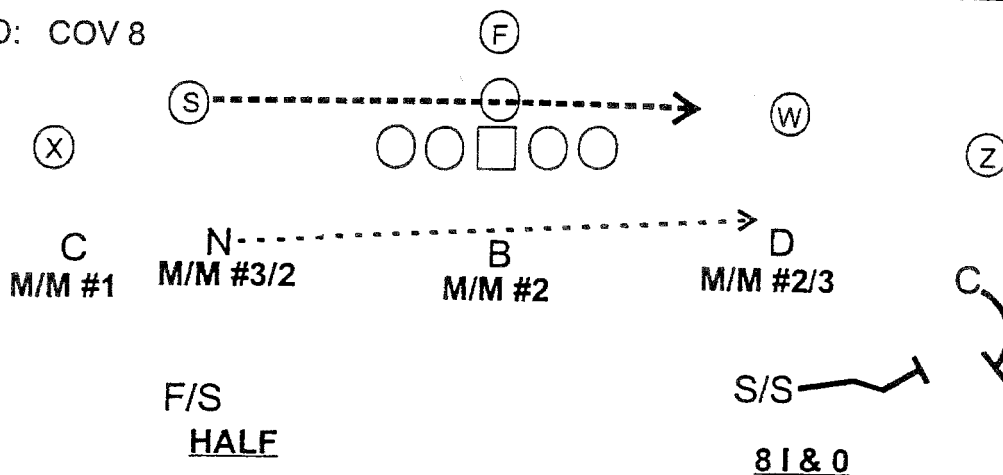


8 I & O - COVER 1



47 NICKEL COVERAGES

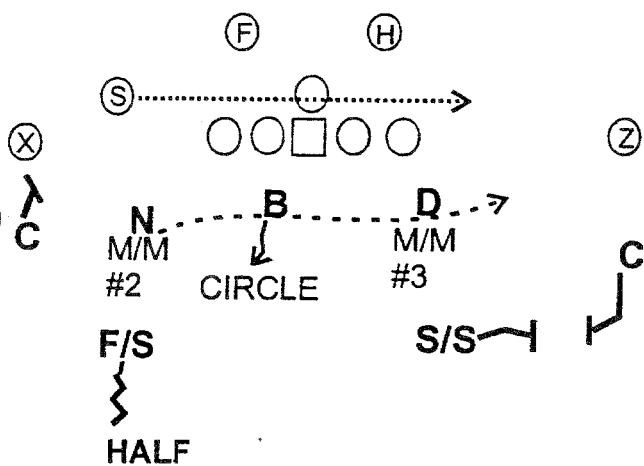
8 I & O: COV 8



COVER: 8

8 I & O

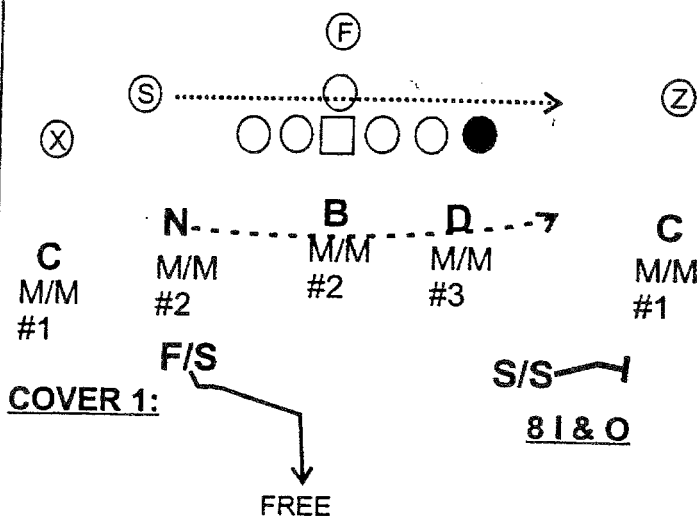
8 I & O - COVER 2



COVER2:

8 I & O

8 I & O - COVER 1

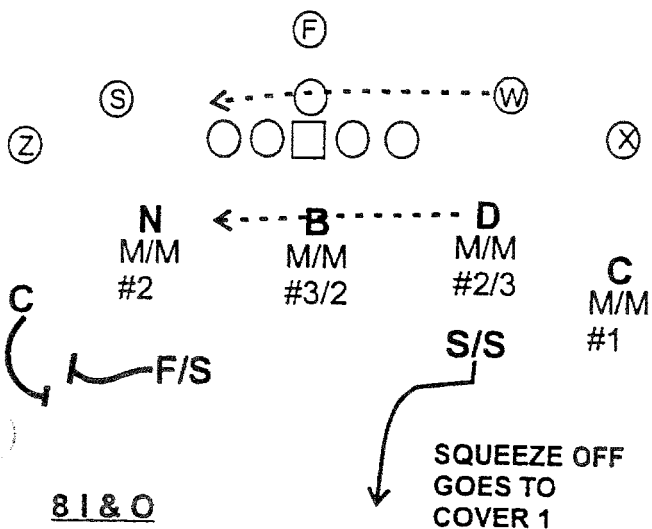


COVER 1:

FREE

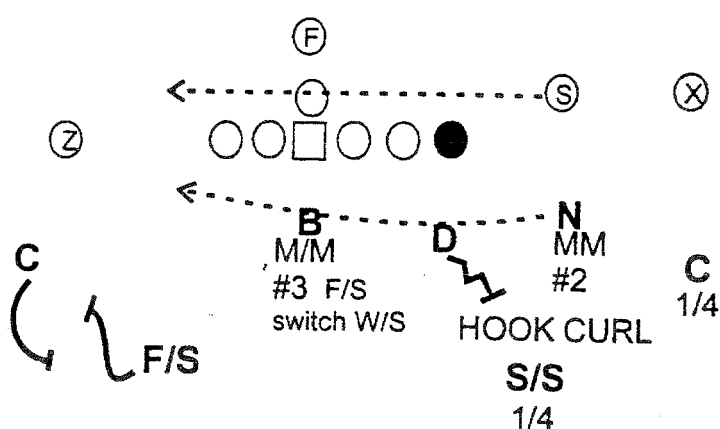
8 I & O

8 I & O - SQUEEZE = 8 I & O - COVER 1



8 I & O

8 - SWITCH

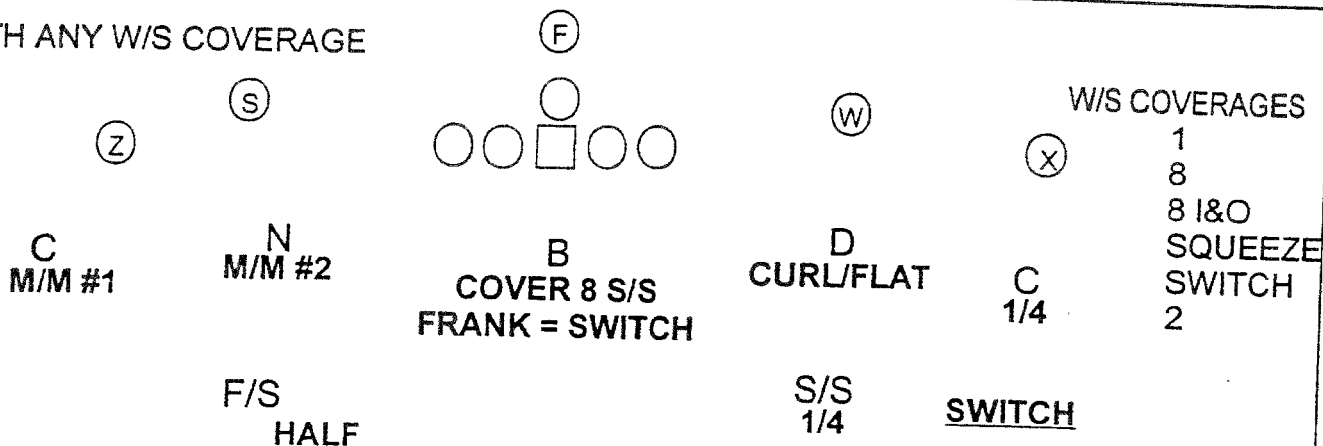


8 I & O

SWITCH:

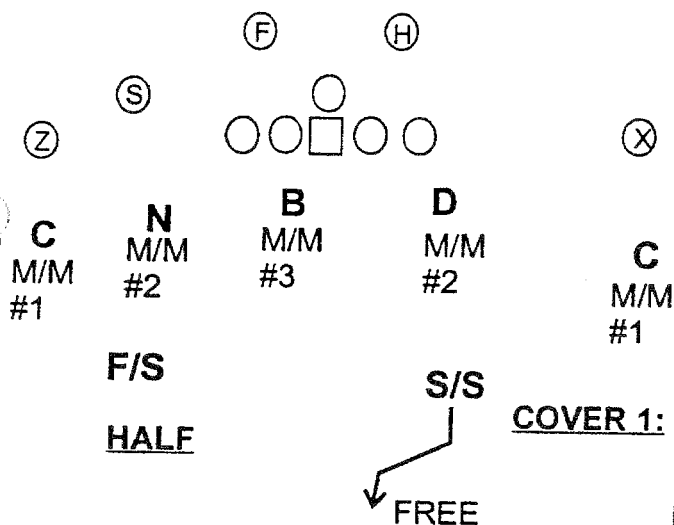
47 NICKEL COMBINATION COVERAGES

8: WITH ANY W/S COVERAGE

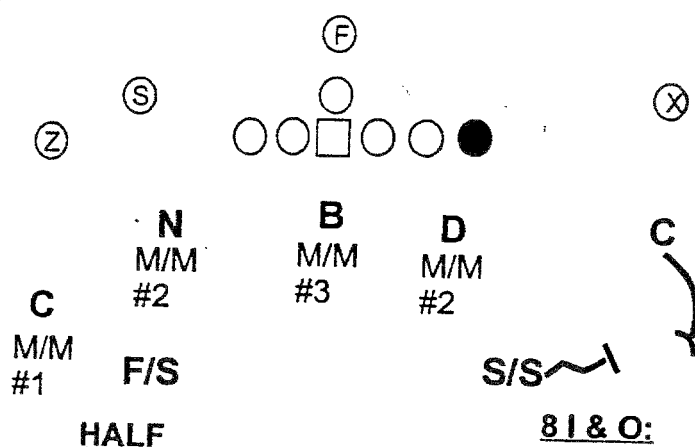


COVER 8

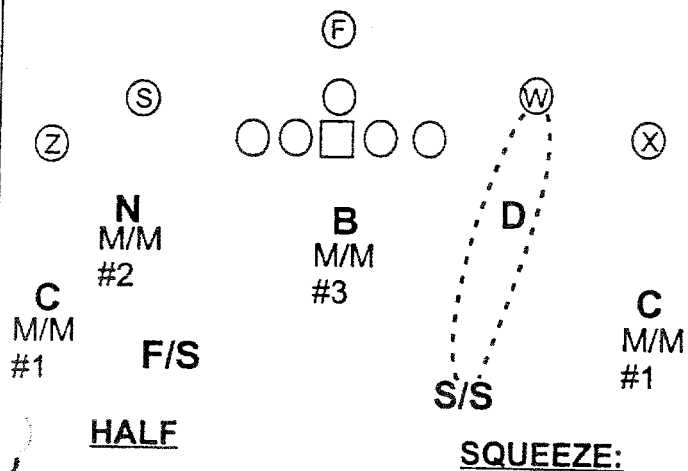
8 - COVER 1



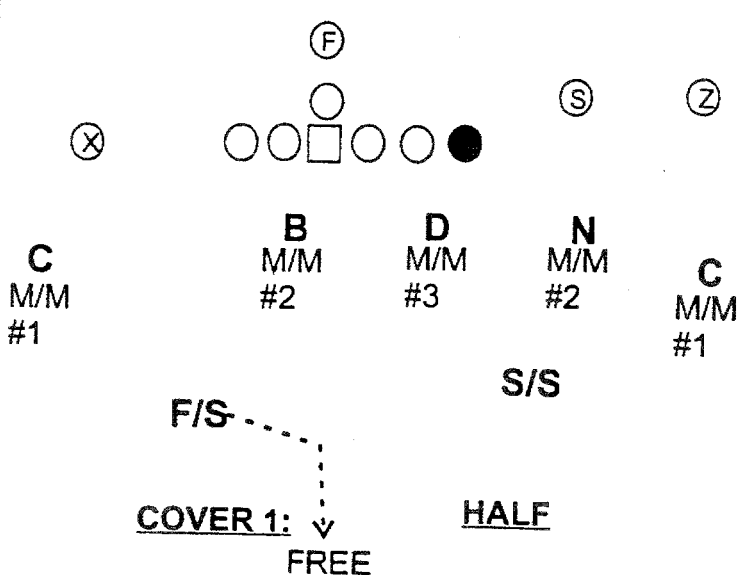
8 - 8 I & O



8 - SQUEEZE

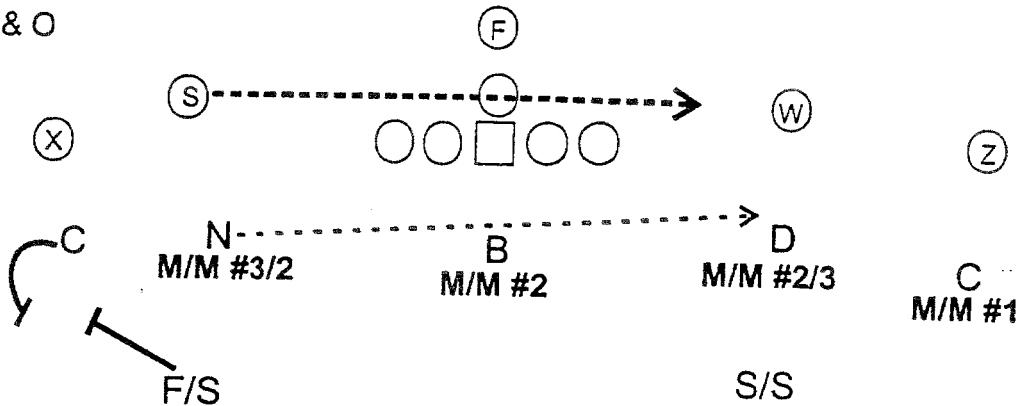


8 - COVER 1



47 NICKEL COVERAGES

8: 8 | & O

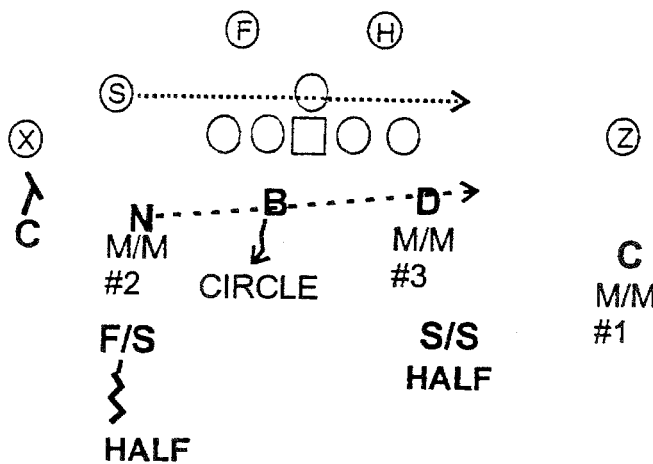


COVER: 8

HALF:

COVER 8

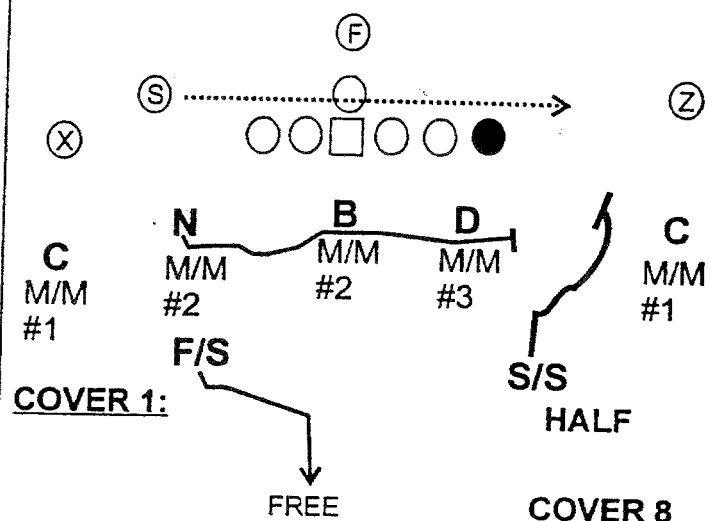
8 - COVER 2



COVER2:

COVER 8

COVER 8 - COVER 1

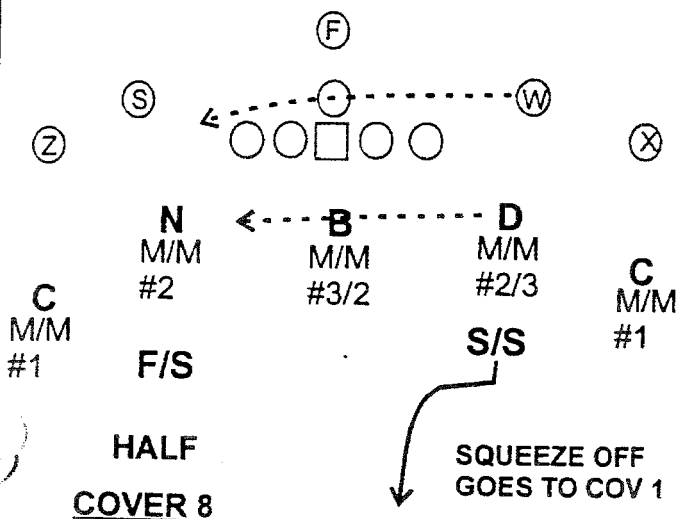


COVER 1:

FREE

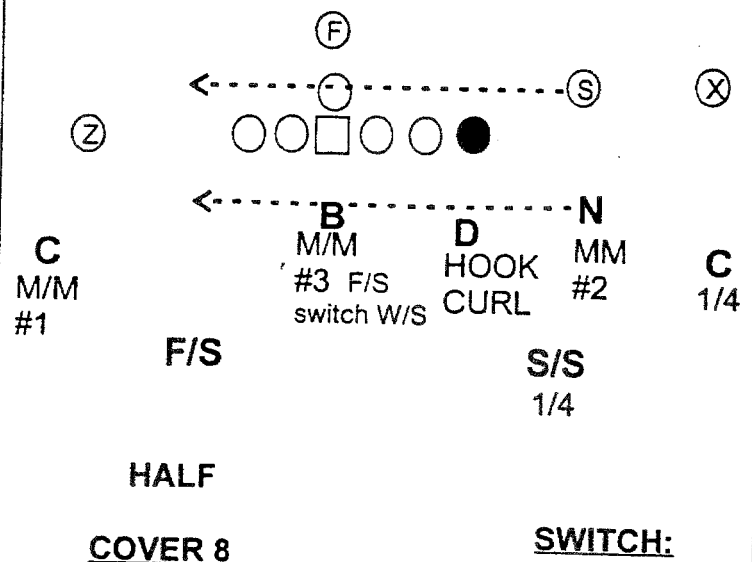
COVER 8

8 - SQUEEZE = 8 - COVER 1



COVER 8

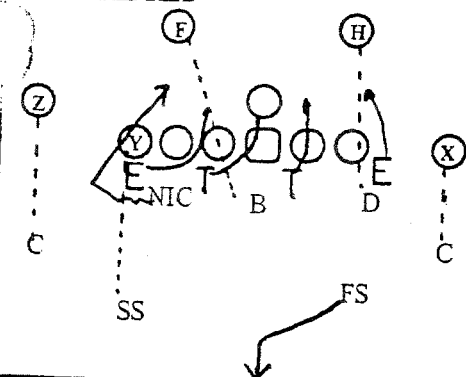
8 - SWITCH



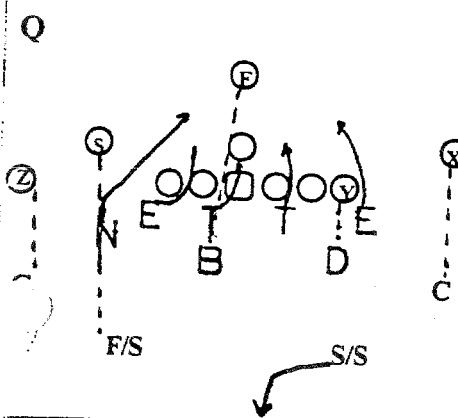
COVER 8

SWITCH:

NORMAL RED

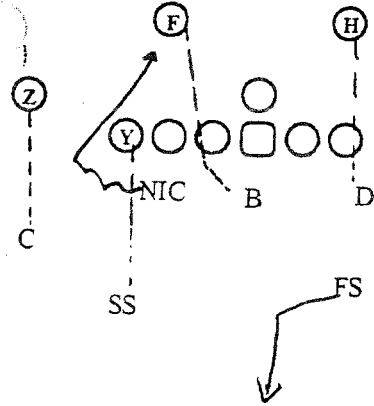
[illegible]

POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	INSIDE #1 7 YARDS DEEP SPLIT RULE COULD <u>PRESS</u> INK/ORK	BOX	M/M #1	1. M/M INSIDE TECHNIQUE (FOLLOW SPLIT RULE. 2. TOTAL CONCENTRATION ON RECEIVER 3. STAY IN BACK PEDDLE AS LONG AS POSSIBLE, KEEPING CUSHION. 4. YOU HAVE F/S HELP IN DEEP MIDDLE.
STRONG SAFETY	OUTSIDE "Y" 10 YARDS DEEP SHOW DOUBLE SWITCH	BOX	COVER "NIC'S" COVERAGE OR DEEP MIDDLE 1/3	1. COVER #2 TO "NIC'S" SIDE. 2. TEM OR ORBIT, PASS COVERAGE TO OTHER SAFETY AND COVER DEEP MIDDLE 1/3.
FREE SAFETY	2 YARDS OUTSIDE WEAK TACKLE. SHOW DOUBLE SWITCH	BOX	COVER "NIC'S" COVERAGE OR DEEP MIDDLE 1/3	1. COVER #2 TO "NIC'S" SIDE. 2. TEM OR ORBIT, PASS COVERAGE TO OTHER SAFETY AND COVER DEEP MIDDLE 1/3.
WEAK CORNER	INSIDE #1 7 YARDS DEEP SPLIT RULE COULD <u>PRESS</u> INK/ORK	BOX	M/M #1	1. M/M INSIDE TECHNIQUE (FOLLOW SPLIT RULE. 2. TOTAL CONCENTRATION ON RECEIVER 3. STAY IN BACK PEDDLE AS LONG AS POSSIBLE, KEEPING CUSHION. 4. YOU HAVE F/S HELP IN DEEP MIDDLE.

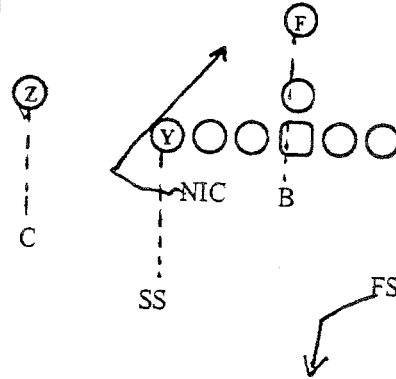
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47 NIC COVER 1 BLITZ

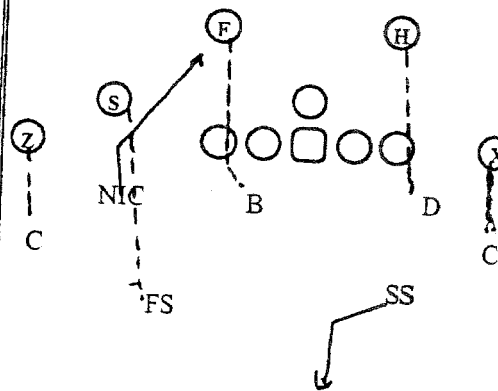
NORMAL RED



(H) WING



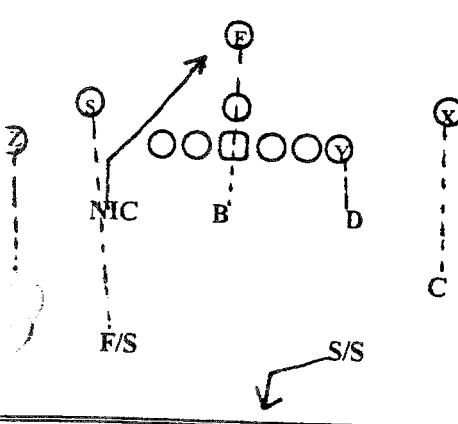
(S) RED



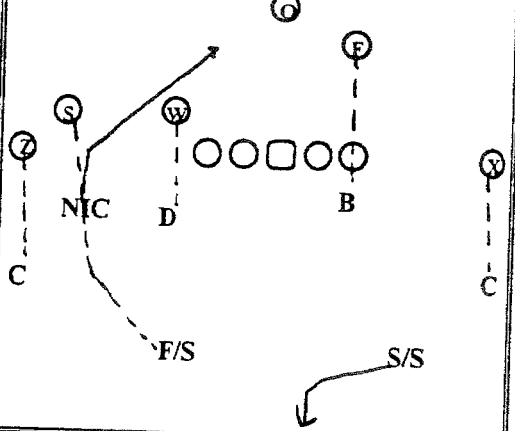
POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
NIC	ON #2 TO THE STRONG SIDE OF THE FORMATION	BOX	FREE BLITZ OUTSIDE DE	<ol style="list-style-type: none"> 1. BLITZ OUTSIDE DE TO YOUR SIDE. 2. #2 TEM, SAFETIES WILL COVER #2, YOU BLITZ FROM THE SIDE OF ORIGINAL ALIGNMENT.
BUCK	ON #3, MOVEMENT TO SPREAD, ON #3.	BOX	COVER #3 / #2 M/M.	<ol style="list-style-type: none"> 1. COVER #3 / #2 M/M USING OUTSIDE TECHNIQUE. 2. YOU HAVE FREE SAFETY HELP IN MIDDLE 1/3.
DIME	ON #2 AWAY FROM NIC CARRY ANY FLY TO FLOOD. (WEAK TO STRONG.)	BOX	COVER #2 W/S M/M USING OUTSIDE TECHNIQUE	<ol style="list-style-type: none"> 1. COVER #2 W/S. 2. COVER ANY MOVEMENT BY #2, FLY TO FLOOD OR MOTION TO WING. 3. YOU HAVE FREE SAFETY HELP IN MIDDLE 1/3.

Q

4 WIDE REC.

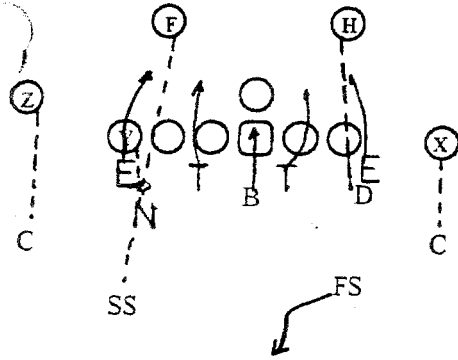


5 WIDE REC.

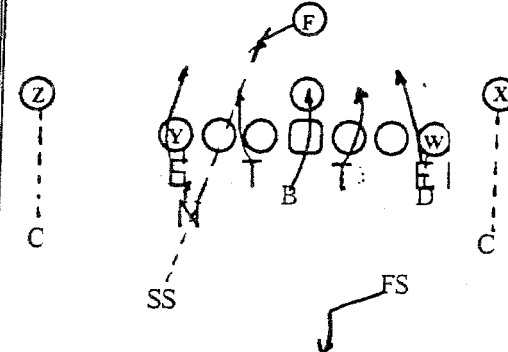


47 BUCK COVER 1 BLITZ

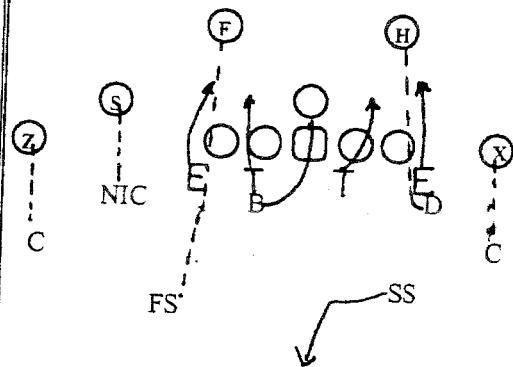
NORMAL RED



(H) WING

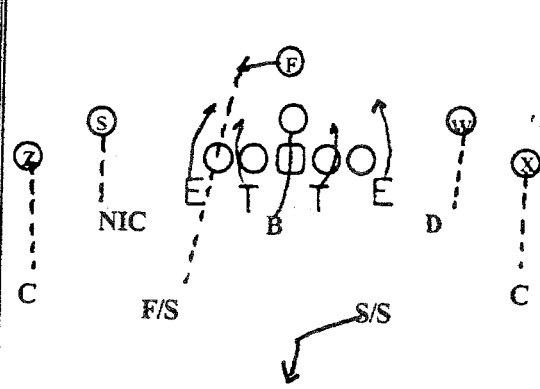
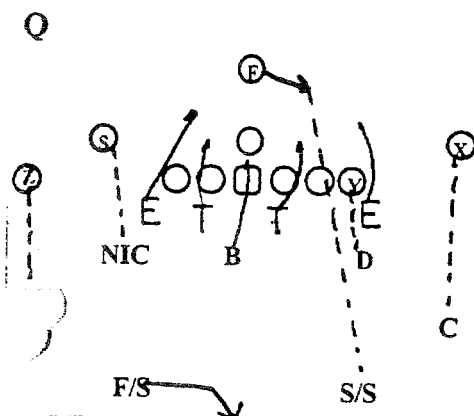


(S) RED

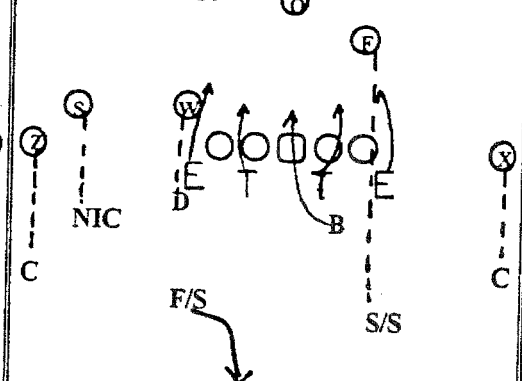


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	INSIDE #1 7 YARDS DEEP SPLIT RULE COULD <u>PRESS</u> INK/ORK	BOX	M/M #1	<ol style="list-style-type: none"> 1. M/M INSIDE TECHNIQUE (FOLLOW SPLIT RULE. 2. TOTAL CONCENTRATION ON RECEIVER 3. STAY IN BACK PEDDLE AS LONG AS POSSIBLE, KEEPING CUSHION. 4. YOU HAVE F/S HELP IN DEEP MIDDLE.
STRONG SAFETY	OUTSIDE "Y" 10 YARDS DEEP SHOW DOUBLE SWITCH	BOX	COVER "BUCK'S" COVERAGE OR DEEP MIDDLE 1/3	<ol style="list-style-type: none"> 1. COVER #3 / #2 ON RELEASE TO YOUR SIDE. 2. #3 RELEASES AWAY, YOU BECOME THE FREE SAFETY COVER DEEP MIDDLE 1/3.
FREE SAFETY	2 YARDS OUTSIDE WEAK TACKLE. SHOW DOUBLE SWITCH	BOX	COVER "BUCK'S" COVERAGE OR DEEP MIDDLE 1/3	<ol style="list-style-type: none"> 1. COVER #3 / #2 ON RELEASE TO YOUR SIDE. 2. #3 RELEASES AWAY, YOU BECOME THE FREE SAFETY COVER DEEP MIDDLE 1/3.
WEAK CORNER	INSIDE #1 7 YARDS DEEP SPLIT RULE COULD <u>PRESS</u> INK/ORK	BOX	M/M #1	<ol style="list-style-type: none"> 1. M/M INSIDE TECHNIQUE (FOLLOW SPLIT RULE. 2. TOTAL CONCENTRATION ON RECEIVER 3. STAY IN BACK PEDDLE AS LONG AS POSSIBLE, KEEPING CUSHION. 4. YOU HAVE F/S HELP IN DEEP MIDDLE.

4 WIDE REC.

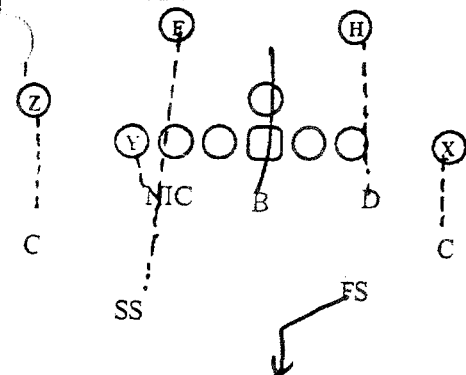


5 WIDE REC.

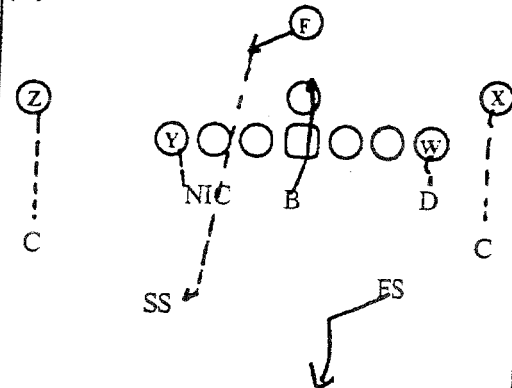


47 BUCK COVER 1 BLITZ

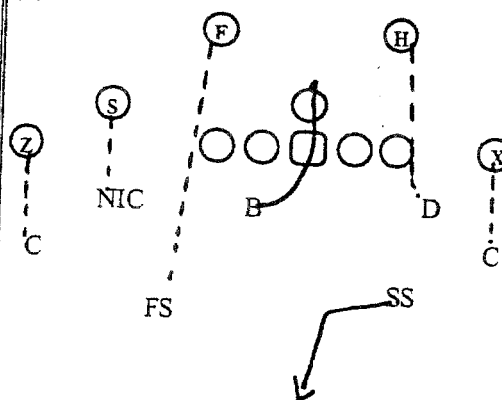
NORMAL RED



(H) WING

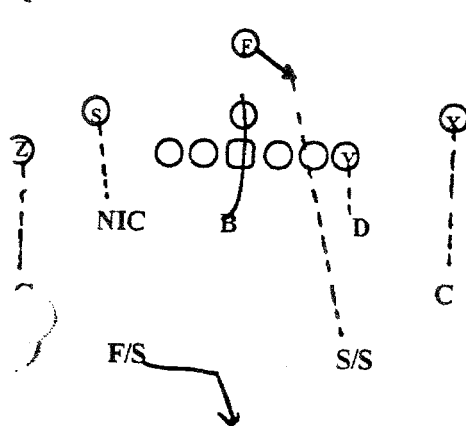


(S) RED

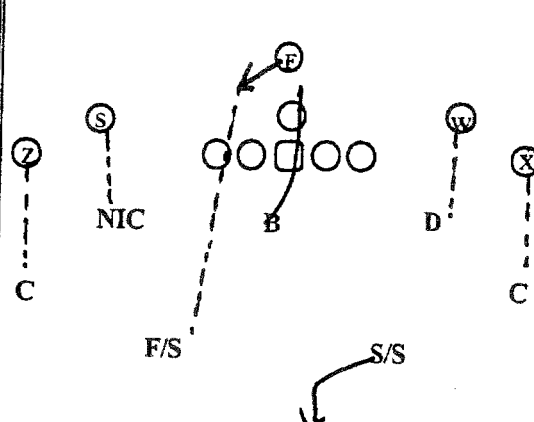


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
NIC	ON #2 TO THE STRONG SIDE OF THE FORMATION	BOX	COVER #2 S/S	<ol style="list-style-type: none"> 1. COVER #2 M/M OUTSIDE TECHNIQUE. 2. YOU HAVE FREE SAFETY HELP IN MIDDLE 1/3. 3. TEM, CARRY #2 ACROSS.
BUCK	ON #3 OR TO SIDE OF BLITZ	BOX	FREE BLITZ CENTER. "B" OR "C"	<ol style="list-style-type: none"> 1. FREE BLITZ BY CALLED BLITZ PATH. 2. SAFETIES WILL COVER #3 OR ANY MOVEMENT BY #3.
DIME	ON #2 AWAY FROM NIC CARRY ANY FLY TO FLOOD. (WEAK TO STRONG.)	BOX	COVER #2 W/S M/M USING OUTSIDE TECHNIQUE	<ol style="list-style-type: none"> 1. COVER #2 W/S. 2. COVER ANY MOVEMENT BY #2, FLY TO FLOOD OR MOTION TO WING. 3. YOU HAVE FREE SAFETY HELP IN MIDDLE 1/3.

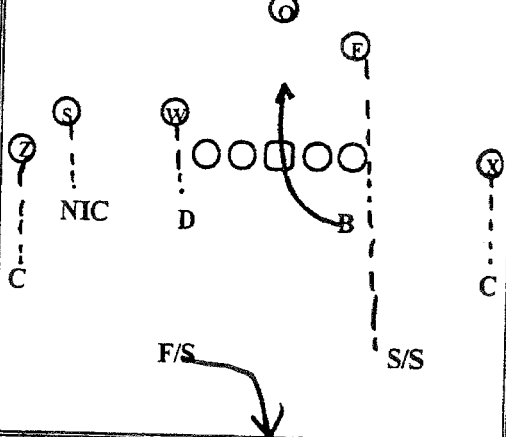
Q



4 WIDE REC.

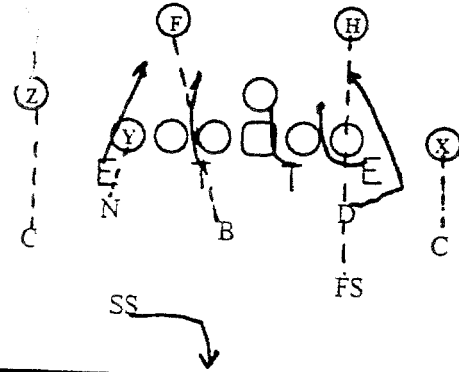


5 WIDE REC.

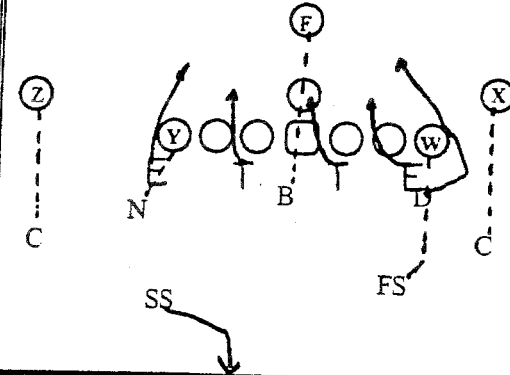


47 DIME COVER 1 BLITZ

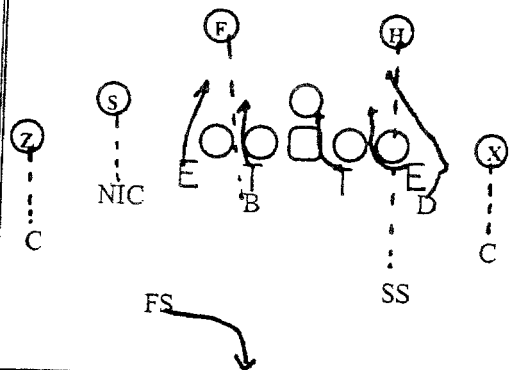
NORMAL RED



(H) WING

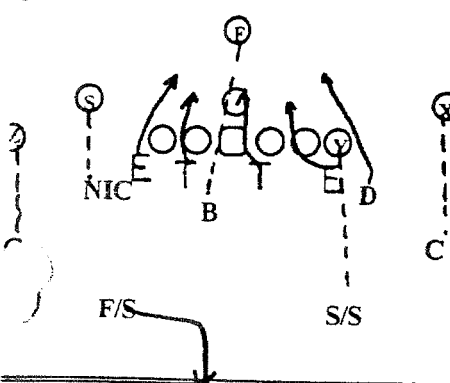


(S) RED

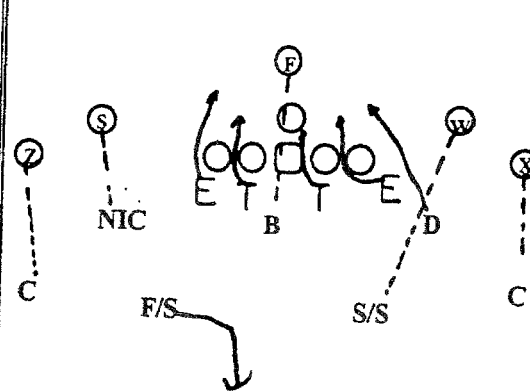


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	INSIDE #1 7 YARDS DEEP SPLIT RULE COULD <u>PRESS</u> INK/ORK	BOX	M/M #1	1. M/M INSIDE TECHNIQUE (FOLLOW SPLIT RULE. 2. TOTAL CONCENTRATION ON RECEIVER 3. STAY IN BACK PEDDLE AS LONG AS POSSIBLE, KEEPING CUSHION. 4. YOU HAVE F/S HELP IN DEEP MIDDLE.
STRONG SAFETY	OUTSIDE "Y" 10 YARDS DEEP SHOW DOUBLE SWITCH	BOX	COVER "DIME'S" COVERAGE OR DEEP MIDDLE 1/3	1. COVER #2 TO "DIME'S" SIDE. 2. #2 FLY TO FLOOD, PASS COVERAGE TO OTHER SAFETY AND COVER DEEP MIDDLE 1/3.
FREE SAFETY	2 YARDS OUTSIDE WEAK TACKLE. SHOW DOUBLE SWITCH	BOX	COVER "DIME'S" COVERAGE OR DEEP MIDDLE 1/3	1. COVER #2 TO "DIME'S" SIDE. 2. #2 FLY TO FLOOD, PASS COVERAGE TO OTHER SAFETY AND COVER DEEP MIDDLE 1/3.
WEAK CORNER	INSIDE #1 7 YARDS DEEP SPLIT RULE COULD <u>PRESS</u> INK/ORK	BOX	M/M #1	1. M/M INSIDE TECHNIQUE (FOLLOW SPLIT RULE. 2. TOTAL CONCENTRATION ON RECEIVER 3. STAY IN BACK PEDDLE AS LONG AS POSSIBLE, KEEPING CUSHION. 4. YOU HAVE F/S HELP IN DEEP MIDDLE.

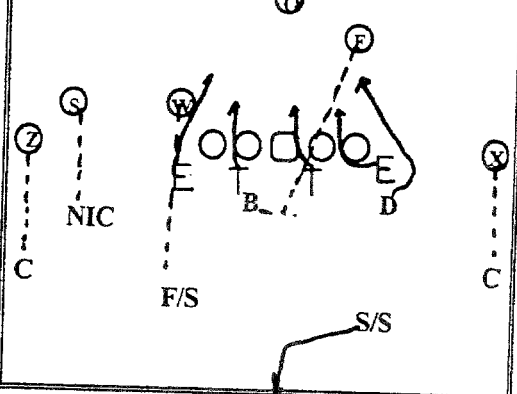
Q



4 WIDE REC.

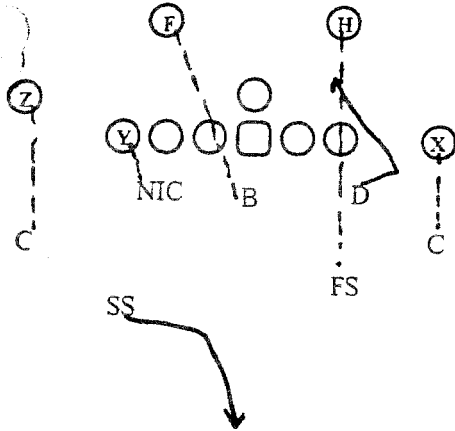


5 WIDE REC.

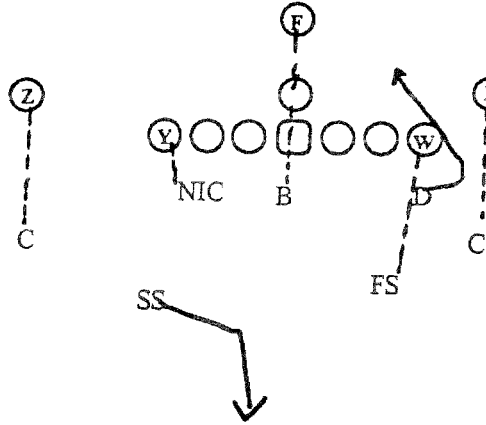


47 DIME COVER 1 BLITZ

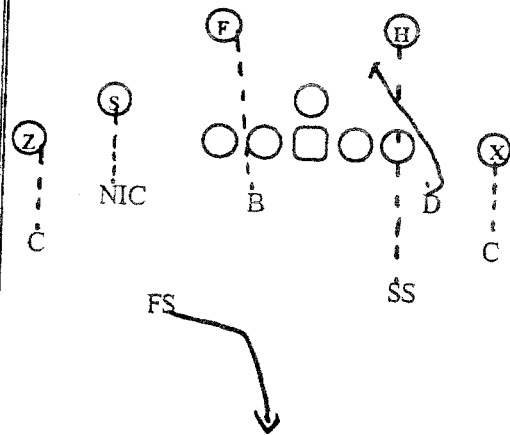
NORMAL RED



(H) WING



(S) RED

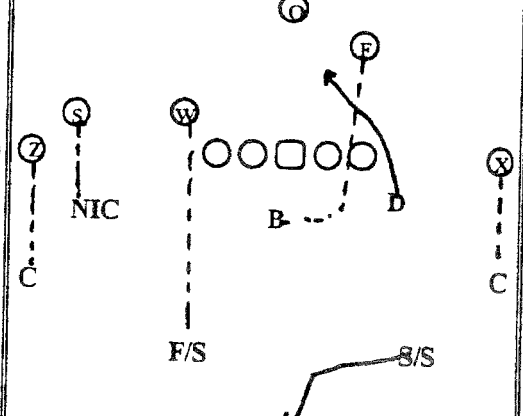
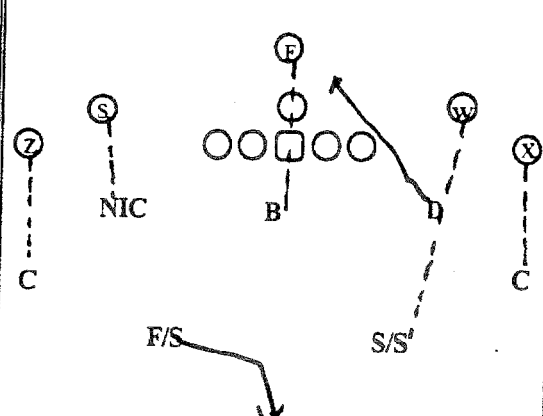
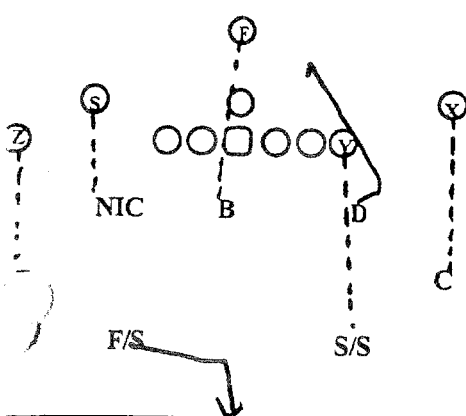


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
NIC	ON #2 TO THE STRONG SIDE OF THE FORMATION	BOX	COVER #2 M/M	1. COVER #2 S/S M/M. OUTSIDE TECHNIQUE. 2. YOU HAVE FREE SAFETY HELP IN MIDDLE 1/3. 3. TEM, CARRY #2 ACROSS.
BUCK	ON #3, MOVEMENT TO SPREAD, ON #3.	BOX	COVER #3 / #2 M/M.	1. COVER #3 / #2 M/M USING OUTSIDE TECHNIQUE. 2. YOU HAVE FREE SAFETY HELP IN MIDDLE 1/3.
DIME	ON #2 AWAY FROM NIC	BOX	FREE BLITZ OUTSIDE DE	1. BLITZ OUTSIDE DE TO YOUR SIDE. 2. #2 MOVES FLY TO FLOOD, SAFETIES WILL COVER #2, YOU BLITZ FROM THE SIDE OF ORIGINAL ALIGNMENT.

Q

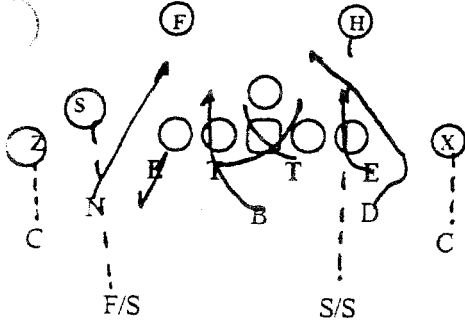
4 WIDE REC.

5 WIDE REC.

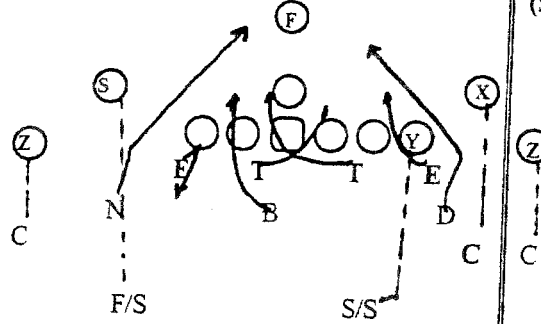


47 THUNDER KEY (DEUCE)

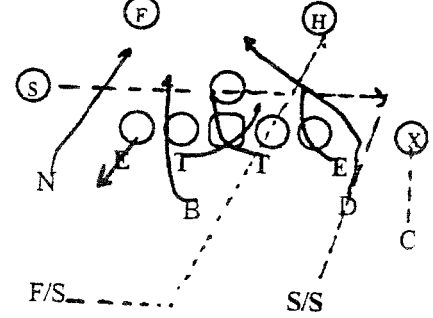
(S) RED



(Q) WING



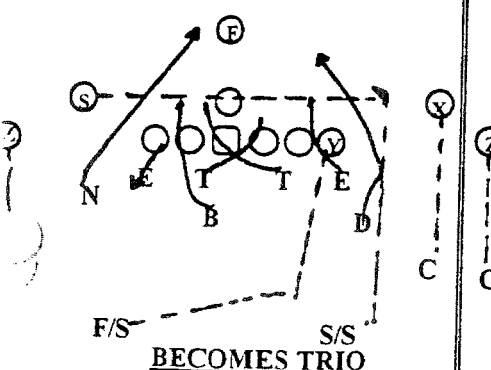
(S) RED (TEM)



BECOMES TRIO

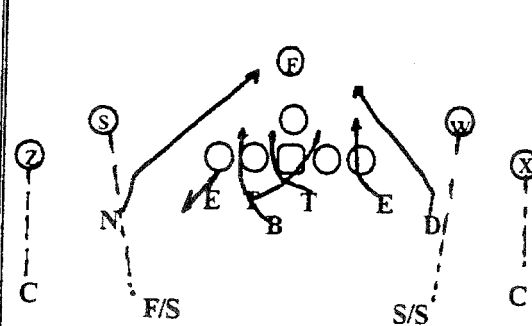
POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	PRESS #1	NIC	PRESS #1 M/M FULL BLITZ COVERAGE	1. PRESS #1 M/M 2. FULL BLITZ COVERAGE. 3. YOU HAVE ALL MOVEMENT ON #1.
STRONG SAFETY (F/S)	SHOW DOUBLE SWITCH	NIC	SAFETIES HAVE #2 S/S & #2 W/S DEUCE COVERAGE	1. SAFETIES HAVE NIC & DIME'S COVERAGE 2. YOU CAN PASS MOVEMENT OF #2 TO OTHER SAFETY. 3. NIC , DIME , AND BUCK WILL <u>KEY</u> BLITZ THE S/S BACK OR REMAINING BACK.
FREE SAFETY (S/S)	SHOW DOUBLE SWITCH	DIME	SAFETIES HAVE #2 S/S & #2 W/S DEUCE COVERAGE	1. SAFETIES HAVE NIC & DIME'S COVERAGE 2. YOU CAN PASS MOVEMENT OF #2 TO OTHER SAFETY. 3. NIC , DIME , AND BUCK WILL <u>KEY</u> BLITZ THE S/S BACK OR REMAINING BACK.
WEAK CORNER	PRESS #1	DIME	PRESS #1 M/M FULL BLITZ COVERAGE	1. PRESS #1 M/M 2. FULL BLITZ COVERAGE. 3. YOU HAVE ALL MOVEMENT ON #1.

TEM TO FLOOD

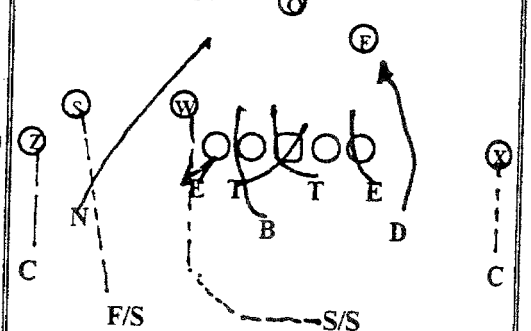


BECOMES TRIO

4 WIDE REC.



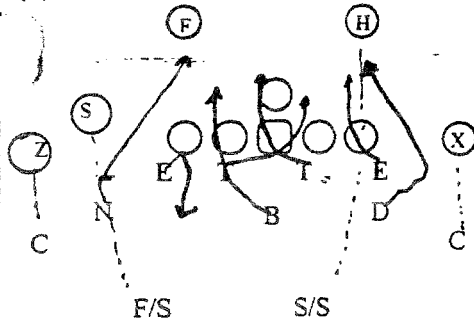
5 WIDE REC.



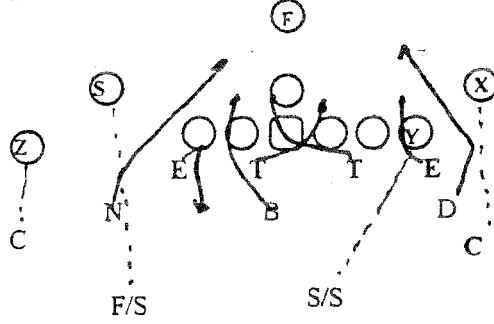
BECOMES TRIO

47 THUNDER KEY (DEUCE)

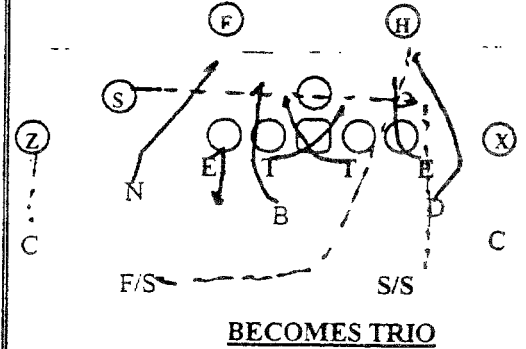
(S) RED



(Q) WING

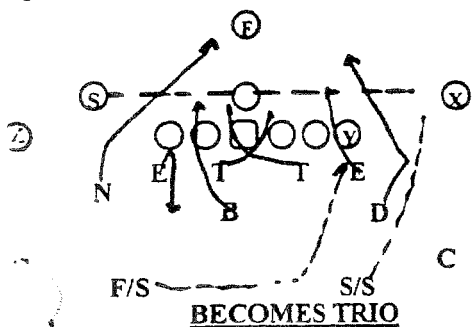


(S) RED (TEM)

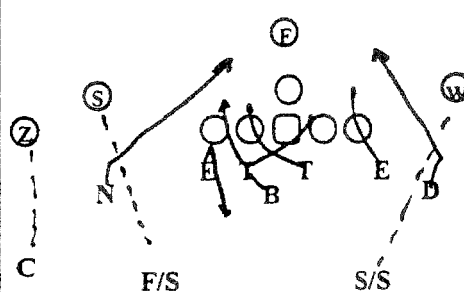


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
NIC	TO STRONG SIDE OF FORMATION	NIC	KEY BLITZ OUTSIDE DEFENSIVE END	<ol style="list-style-type: none"> 1. KEY BLITZ S/S BACK (#3) OR REMAINING BACK. 2. SAFETIES WILL HANDLE MOVEMENT, MAINTAIN KEY BLITZ ON YOUR BACK OR REMAINING BACK. 3. COVER BACK IF HE RELEASE OUTSIDE (ARROW OR WIDE). DEFENSIVE END WILL COVER INSIDE RELEASE OR CHECK DOWN. 4. BACK GOES AWAY, YOU HAVE FREE BLITZ.
BUCK	IN MIDDLE OR FAVOR SIDE OF BACK	NIC	KEY BLITZ "B" GAP TO SIDE OF NIC	<ol style="list-style-type: none"> 1. BLITZ "B" GAP TO SIDE OF NIC. 2. SAFETIES WILL HANDLE MOVEMENT, 3. IF BACK TRIES TO RELEASE THROUGH "B" GAP, GET A PIECE OF HIM FOR OUR DE.
DIME	AWAY FROM NIC	DIME	KEY BLITZ OUTSIDE DEFENSIVE END	<ol style="list-style-type: none"> 1. KEY BLITZ S/S BACK (#3) OR REMAINING BACK. IF BACK GOES AWAY YOU HAVE FREE BLITZ. 2. SAFETIES WILL HANDLE MOVEMENT, 3. COVER BACK IF HE RELEASE OR BLOCKS TO YOUR SIDE INSIDE OR OUTSIDE.
DEF. ENDS	BASE	NIC OR DIME	TO NIC: ENGAGE OFFENSIVE TACKLE UNTIL NIC PASSES, AWAY FROM NIC: RUN GAP UP FIELD.	<ol style="list-style-type: none"> 1. TO NIC : ENGAGE TACKLE UNTIL NIC CLEARS. 2. YOU DO NOT HAVE A BLITZ PATH. COME OFF ENGAGE LOOK FOR FB RELEASE THROUGH LINE, SIGHT ADJUST, CHECK DOWNS, OR SCRAMBLES
DEF. TACKLES	BASE	NIC OR DIME	EXECUTE T/T LIN (RIC) TO NIC.	

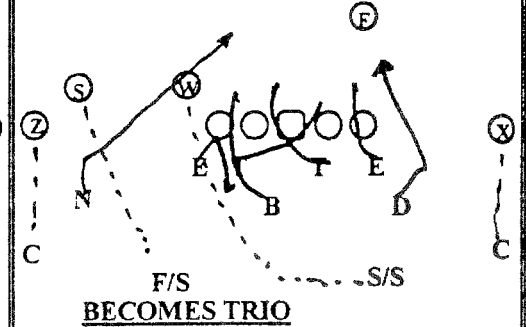
Q TEM TO FLOOD



4 WIDE REC.

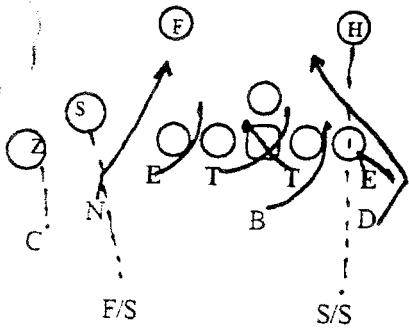


5 WIDE REC.

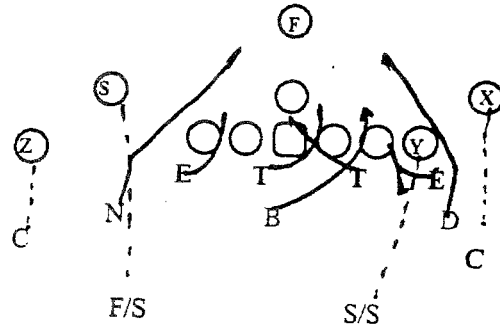


47 LIGHTNING KEY (DEUCE)

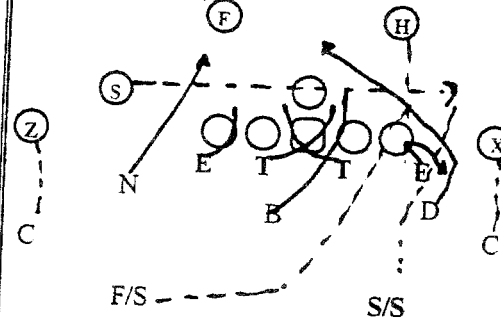
(S) RED



(Q) WING



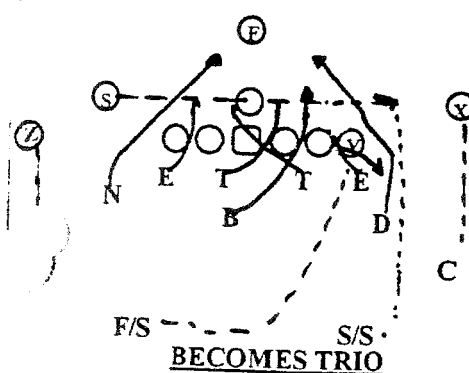
(S) RED (TEM)



BECOMES TRIO

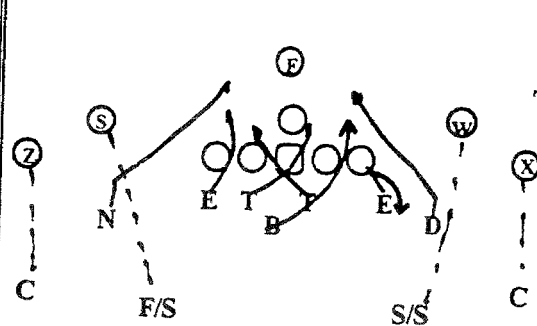
POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	PRESS #1	NIC	PRESS #1 M/M FULL BLITZ COVERAGE	1. PRESS #1 M/M 2. FULL BLITZ COVERAGE. 3. YOU HAVE ALL MOVEMENT ON #1.
STRONG SAFETY (F/S)	SHOW DOUBLE SWITCH	NIC	SAFETIES HAVE #2 S/S & #2 W/S DEUCE COVERAGE	1. SAFETIES HAVE NIC & DIME'S COVERAGE 2. YOU CAN PASS MOVEMENT OF #2 TO OTHER SAFETY. 3. NIC, DIME, AND BUCK WILL <u>KEY</u> BLITZ THE S/S BACK OR REMAINING BACK.
FREE SAFETY (S/S)	SHOW DOUBLE SWITCH	DIME	SAFETIES HAVE #2 S/S & #2 W/S DEUCE COVERAGE	1. SAFETIES HAVE NIC & DIME'S COVERAGE 2. YOU CAN PASS MOVEMENT OF #2 TO OTHER SAFETY. 3. NIC, DIME, AND BUCK WILL <u>KEY</u> BLITZ THE S/S BACK OR REMAINING BACK.
WEAK CORNER	PRESS #1	DIME	PRESS #1 M/M FULL BLITZ COVERAGE	1. PRESS #1 M/M 2. FULL BLITZ COVERAGE. 3. YOU HAVE ALL MOVEMENT ON #1.

2 TEM TO FLOOD

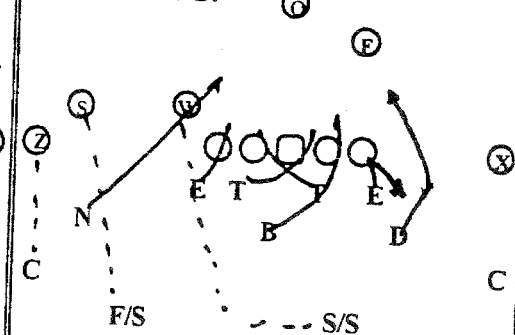


BECOMES TRIO

4 WIDE REC.



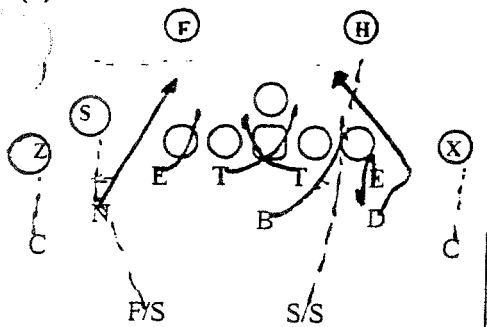
5 WIDE REC.



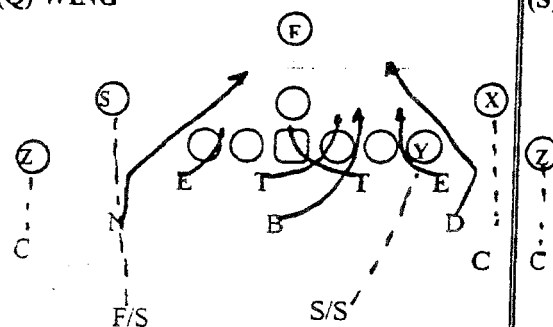
BECOMES TRIO

47 LIGHTNING KEY (DEUCE)

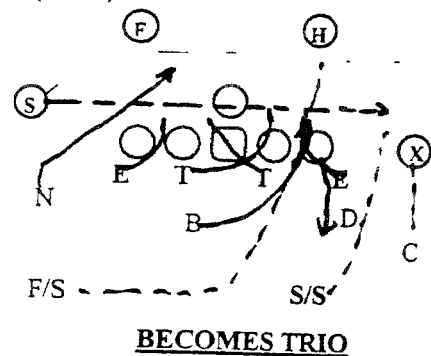
(S) RED



(Q) WING

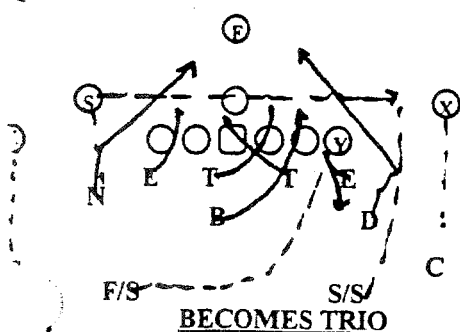


(S) RED (TEM)

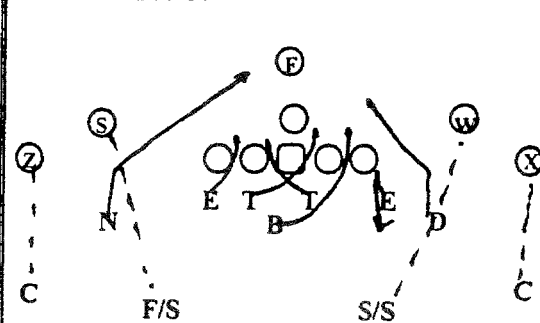


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
NIC	TO STRONG SIDE OF FORMATION	NIC	KEY BLITZ OUTSIDE DEFENSIVE END	<ol style="list-style-type: none"> 1. KEY BLITZ S/S BACK (#3) OR REMAINING BACK. IF BACK GOES AWAY YOU HAVE FREE BLITZ. 2. SAFETIES WILL HANDLE MOVEMENT, 3. COVER BACK IF HE RELEASE OR BLOCKS TO YOUR SIDE INSIDE OR OUTSIDE.
BUCK	IN MIDDLE OR FAVOR SIDE OF BACK	NIC	KEY BLITZ "B" GAP TO SIDE OF DIME	<ol style="list-style-type: none"> 1. BLITZ "B" GAP TO SIDE OF DIME. 2. SAFETIES WILL HANDLE MOVEMENT, 3. IF BACK TRIES TO RELEASE THROUGH "B" GAP, GET A PIECE OF HIM FOR OUR DE.
DIME	AWAY FROM NIC	DIME	KEY BLITZ OUTSIDE DEFENSIVE END	<ol style="list-style-type: none"> 1. KEY BLITZ S/S BACK (#3) OR REMAINING BACK. 2. SAFETIES WILL HANDLE MOVEMENT, MAINTAIN KEY BLITZ ON YOUR BACK OR REMAINING BACK. 3. COVER BACK IF HE RELEASE OUTSIDE (ARROW OR WIDE). DEFENSIVE END WILL COVER INSIDE RELEASE OR CHECK DOWN. 4. BACK GOES AWAY, YOU HAVE FREE BLITZ.
DEF. ENDS	BASE	NIC OR DIME	<u>TO DIME:</u> ENGAGE OFFENSIVE TACKLE UNTIL DIME PASSES, <u>AWAY FROM DIME:</u> RUN GAP UP FIELD.	<ol style="list-style-type: none"> 1. TO DIME: ENGAGE TACKLE UNTIL DIME CLEARS. 2. YOU DO NOT HAVE A BLITZ PATH. COME OFF ENGAGE LOOK FOR FB RELEASE THROUGH LINE, SIGHT ADJUST, CHECK DOWNS, OR SCRAMBLES
DEF. TACKLES	BASE	NIC OR DIME	EXECUTE <u>I/T</u> LIN (RIC) TO NIC.	

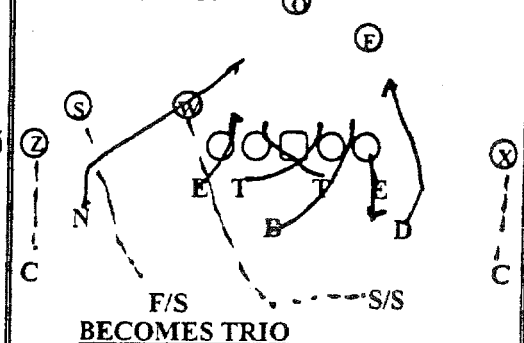
Q TEM TO FLOOD



4 WIDE REC.

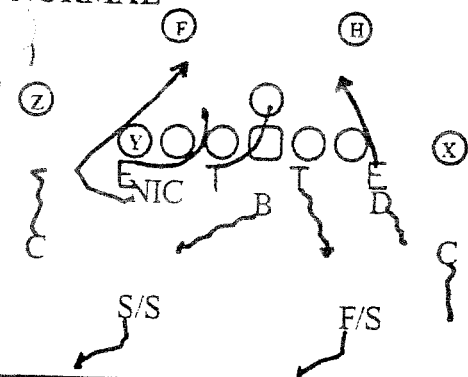


5 WIDE REC.

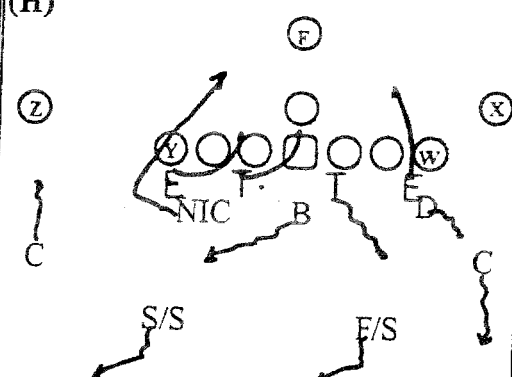


47 NIC 3 DOG STAY

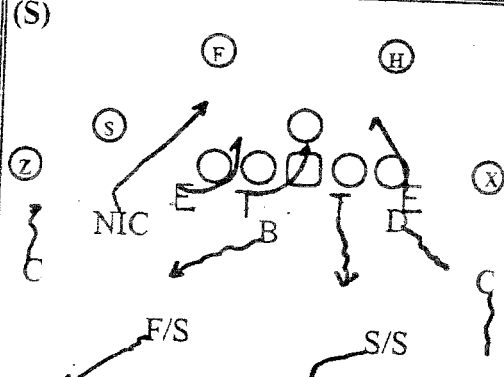
NORMAL



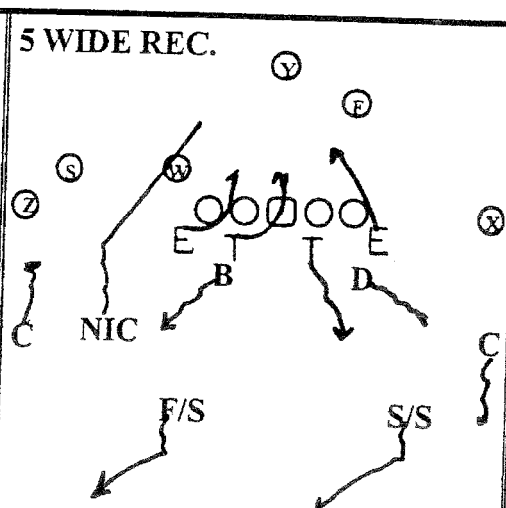
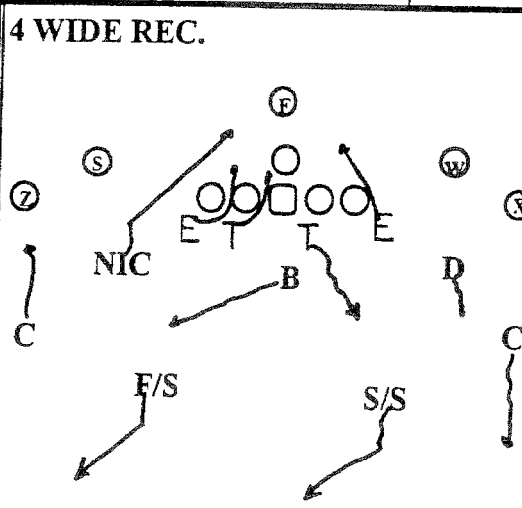
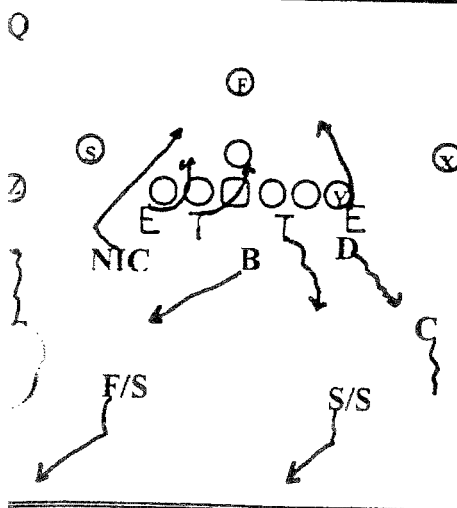
(H)



(S)

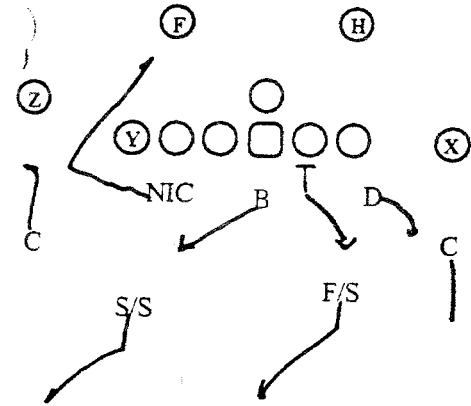


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	INSIDE #1 7 YARDS DEEP OR PRESS	CLOUD	CLOUD	<ol style="list-style-type: none"> 1. CLOUD: JAM & DELAY #1'S VERTICAL RELEASE. READ THE PATTERN OF #2/#3. #2 OR #3 RUNS TO FLAT JUMP HIM. 2. IF #2 OR #3 DOES NOT GO TO THE FLAT, GET DEPTH AND SQUEEZE #1. 3. IF #2 RUNS THROUGH ZONE AND RUNS "TAKE OFF", COVER HIM.
STRONG SAFETY (F/S)	SPLIT #1 & #2 12 YARDS DEEP	CLOUD	CLOUD: COVER DEEP OUTSIDE 1/3	<ol style="list-style-type: none"> 1. CLOUD: DRIVE TO OUTSIDE 1/3. 2. KEY #1'S RELEASE. IF OUTSIDE, WORK TO INSIDE SHOULDER AND COVER DEEP 1/3. 3. IF #1 RELEASES INSIDE, WORK TO OUTSIDE SHOULDER AND COVER DEEP 1/3. 4. IF #1 RUNS SHALLOW CROSS OR CHINA, LOOK FOR #2 TO RUN BOW OUT.
FREE SAFETY (S/S)	2 YARDS OUTSIDE OT 10-12 YARDS DEEP	DIME	MIDDLE 1/3	<ol style="list-style-type: none"> 1. WORK QUICKLY TO MIDDLE OF FIELD. 2. GET DEPTH AND READ QUARTERBACK. 3. <u>DON'T JUMP INTERMEDIATE ROUTES.</u>
WEAK CORNER	HEAD UP ON #1 - 7 YARDS DEEP	DIME	OUTSIDE 1/3	<ol style="list-style-type: none"> 1. M/M IN ZONE. 2. CARRY POST PATTERN FROM OUTSIDE/IN USING YOUR F/S, MAINTAINING POSITION TO PLAY CORNER ROUTE.

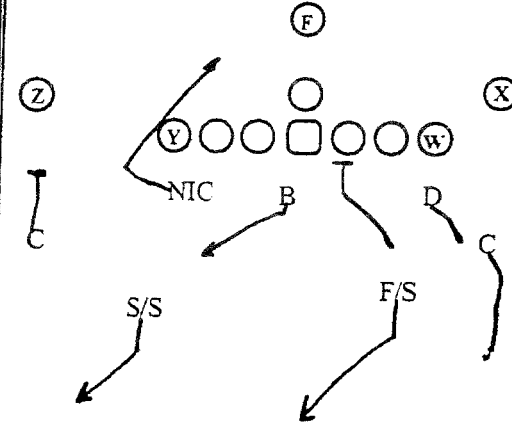


47 NIC 3 DOG STAY

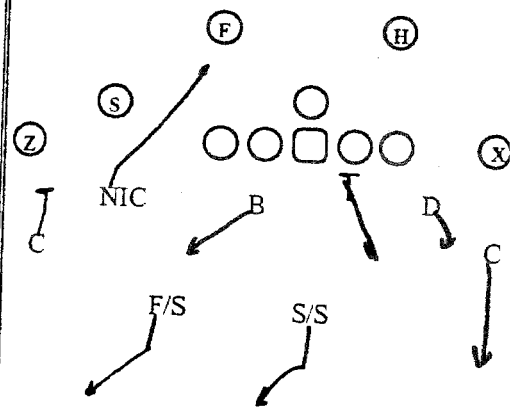
NORMAL RED



(H) WING

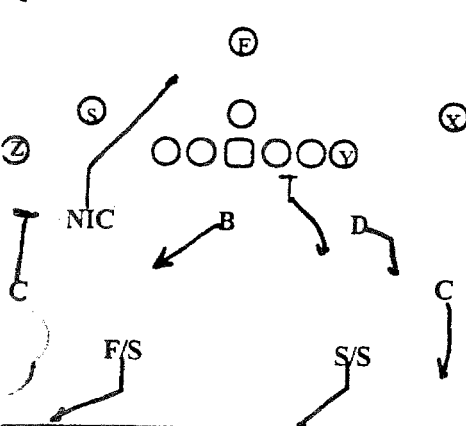


(S) RED

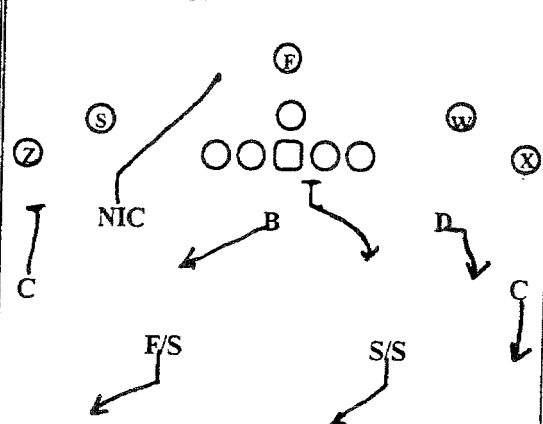


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
NIC	TO THE STRONG SIDE OF FORMATION	CLOUD	<u>FREE BLITZ OUTSIDE DE</u>	1. FREE BLITZ OUTSIDE DE TO YOUR SIDE. 2. #2 TEM, DIME WILL ADJUST, YOU BLITZ FROM THE SIDE OF ORIGINAL ALIGNMENT.
BUCK	IN MIDDLE OR FAVOR THE SIDE OF BACK	CLOUD	BUZZ HOOK OR CIRCLE TO SIDE OF NIC.	1. BUZZ TO HOOK OR CIRCLE TO SIDE OF NIC
DEF. TACKLE AWAY FROM NIC	BASE ALIGNMENT	DIME	ENGAGE GUARD, DROP TO HOOK OR CIRCLE.	1. ENGAGE GUARD 2. DROP TO HOOK OR CIRCLE ON YOUR SIDE. 3. GET DEPTH AND LOOK FOR RECEIVER IN YOUR ZONE.
DIME	AWAY FROM NIC. FLY, PASS OVER TO BUCK	DIME	BUZZ CURL TO FLAT ON #2 OR ANY RECEIVER THAT BECOMES #2.	1. ZONE OUTSIDE #2. COVER CURL/ FLAT. F/S HELP

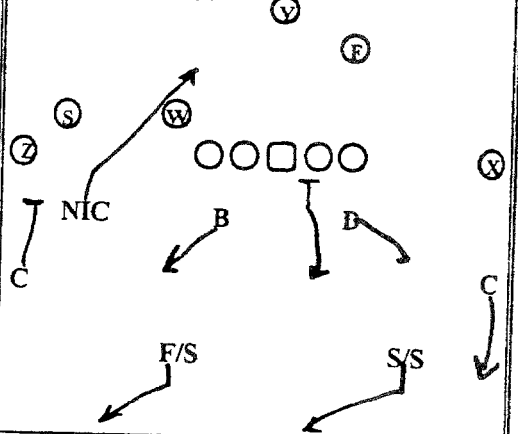
Q



4 WIDE REC.

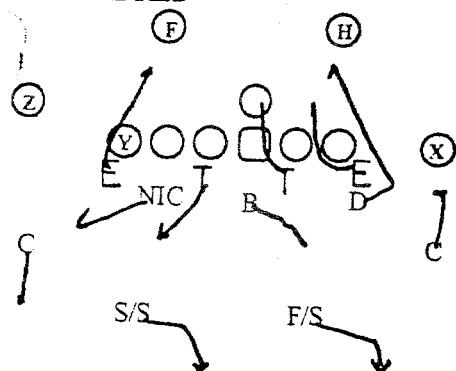


5 WIDE REC.

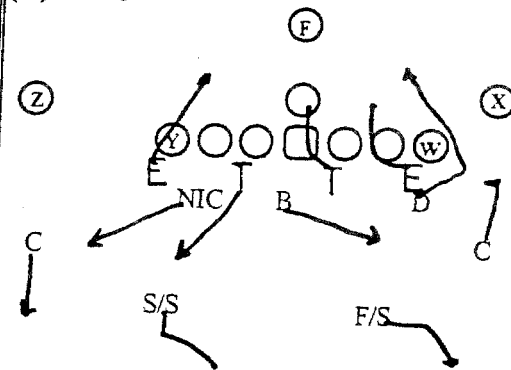


47 DIME 4 DOG STAY

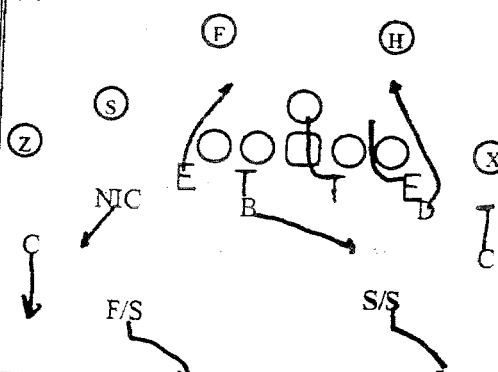
NORMAL RED



(H) WING

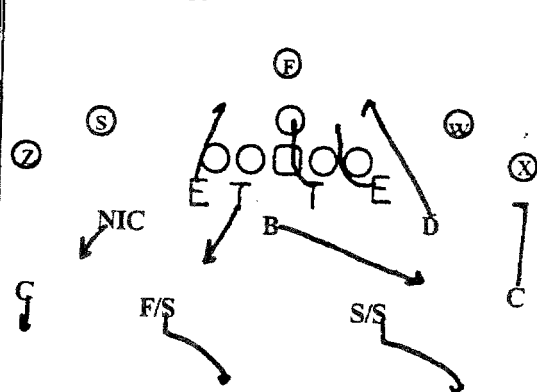


(S) RED

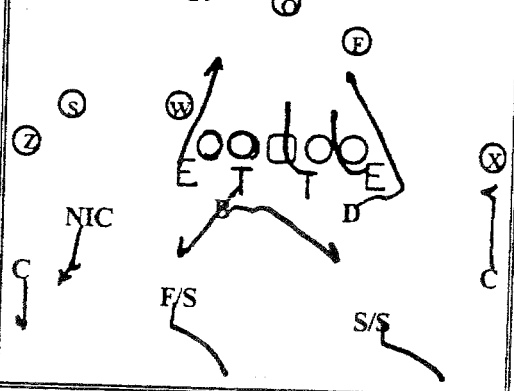


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	HEAD UP ON #1 -7 YARDS DEEP	NIC	OUTSIDE 1/3	1. M/M IN ZONE. 2. CARRY POST PATTERN FROM OUTSIDE IN USING YOUR S/S, MAINTAINING POSITION TO PLAY CORNER ROUTE.
STRONG SAFETY (F/S)	SPLIT #1 & #2 12 YARDS DEEP	NIC	MIDDLE 1/3	1. WORK QUICKLY TO MIDDLE OF FIELD. 2. GET DEPTH AND READ QUARTERBACK. 3. <u>DON'T JUMP INTERMEDIATE ROUTES.</u>
FREE SAFETY (S/S)	2 YARDS OUTSIDE OT 10-12 YARDS DEEP	CLOUD	CLOUD: COVER DEEP OUTSIDE 1/3	1. CLOUD: DRIVE TO OUTSIDE 1/3. 2. KEY #1'S RELEASE. IF OUTSIDE, WORK TO INSIDE SHOULDER AND COVER DEEP 1/3. 3. IF #1 RELEASES INSIDE, WORK TO OUTSIDE SHOULDER AND COVER DEEP 1/3. 4. IF #1 RUNS SHALLOW CROSS OR CHINA, LOOK FOR #2 TO RUN BOW OUT.
WEAK CORNER	HEAD UP ON #1 -7 YARDS DEEP	CLOUD	CLOUD	1. CLOUD: JAM & DELAY #1'S VERTICAL RELEASE. READ THE PATTERN OF #2/#3. #2 OR #3 RUNS TO FLAT JUMP HIM. 2. IF #2 OR #3 DOES NOT GO TO THE FLAT, GET DEPTH AND SQUEEZE #1. 3. IF #2 RUNS THROUGH ZONE AND RUNS "TAKE OFF", COVER HIM.

4 WIDE REC.

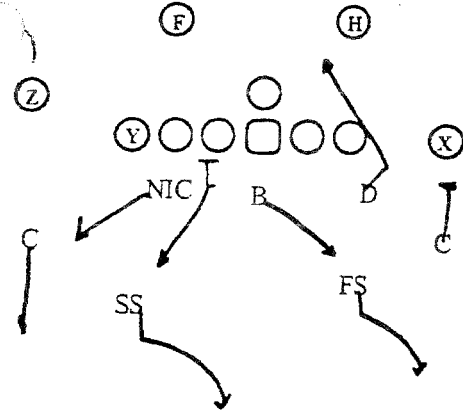


5 WIDE REC.

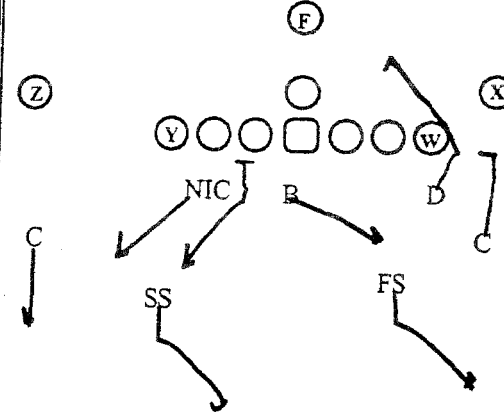


47 DIME 4 DOG STAY

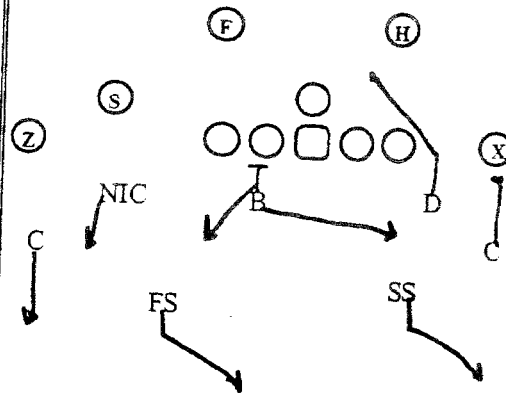
NORMAL RED



(H) WING

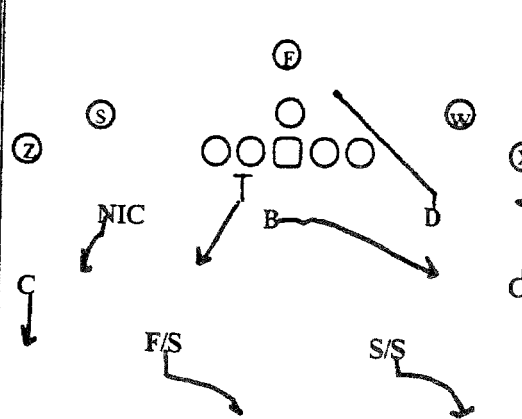


(S) RED

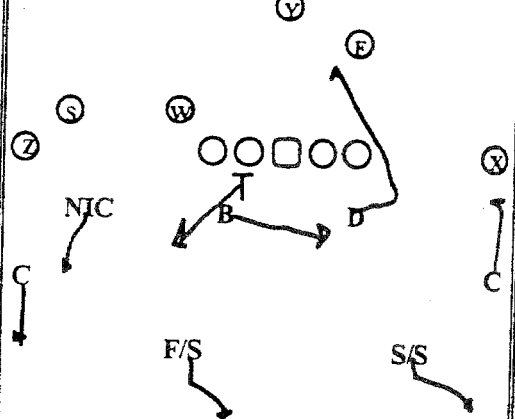


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
NIC	TO THE STRONG SIDE OF FORMATION	NIC	CURL/FLAT	<ol style="list-style-type: none"> 1. BUZZ CURL/FLAT. 2. READ RELEASE OF #2 & #3. COVER THE OUTSIDE OF #2 & #3. 3. IF #2 OR #3 RUNS BOW OUT COVER HIM. 4. IF #2 OR #3 RUN TAKE OFF THROUGH ZONE, COVER HIM. 5. ALERT TO PLAY CHINA PATTERN.
BUCK	IN MIDDLE OR FAVOR THE SIDE OF BACK	CLOUD	S/S HOOK/CIRCLE	<ol style="list-style-type: none"> 1. BUZZ TO S/S HOOK/CIRCLE. 2. READ RELEASE OF #2 & #3. COVER THE INSIDE OF #2 & #3.
DEF. TACKLE AWAY FORM DIME	BASE ALIGNMENT	NIC	ENGAGE GUARD, DROP TO HOOK OR CIRCLE.	<ol style="list-style-type: none"> 1. ENGAGE GUARD. 2. DROP TO HOOK OR CIRCLE ON YOUR SIDE 3. GET DEPTH AND LOOK FOR RECEIVER IN YOU ZONE
DIME	AWAY FROM NIC. FLY, PASS OVER TO NIC	IN CLOUD	FREE BLITZ OUTSIDE DE	<ol style="list-style-type: none"> 1. FREE BLITZ OUTSIDE DE TO YOUR SIDE. 2. #2 FLY TO FLOOD, NIC WILL ADJUST, YOU BLITZ FROM THE SIDE OF ORIGINAL ALIGNMENT.

4 WIDE REC.

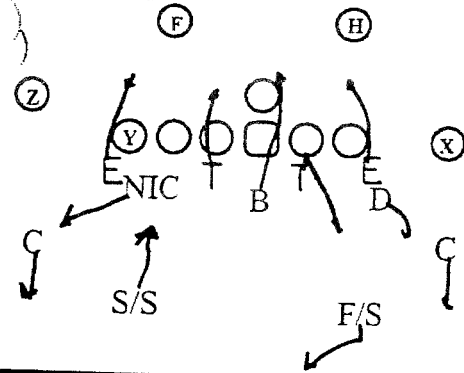


5 WIDE REC.

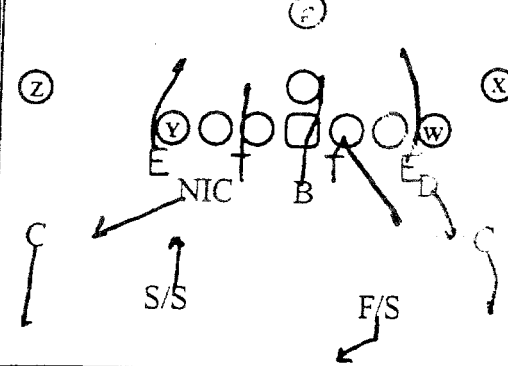


47 BUCK 3 DOG STAY (INVERT)

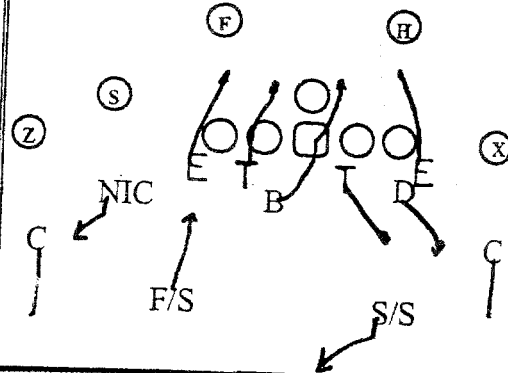
NORMAL



(H)

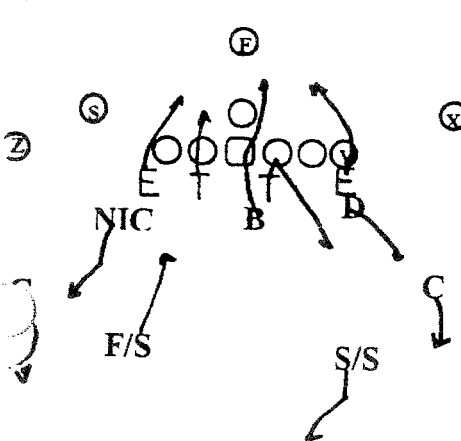


(S)

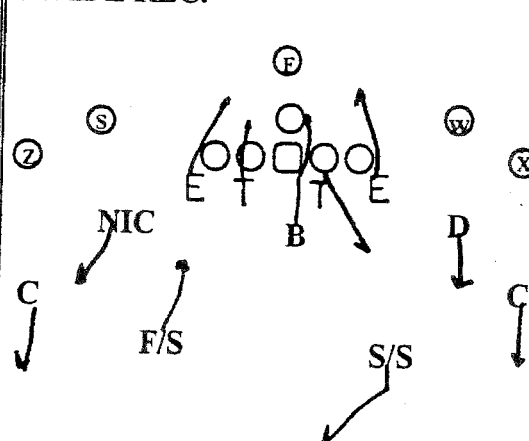


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	INSIDE #1 7 YARDS DEEP OR PRESS	INVERT	OUTSIDE 1/3	1. COVER DEEP OUTSIDE 1/3.
STRONG SAFETY (F/S)	SPLIT #1 & #2 12 YARDS DEEP	INVERT	INVERT	1. INVERT: SETTLE INTO HOOK AREA, READ PATTERN, COVER INSIDE OF S2 & #3.
FREE SAFETY (S/S)	2 YARDS OUTSIDE OT 10-12 YARDS DEEP	DIME	MIDDLE 1/3	1. WORK QUICKLY TO MIDDLE OF FIELD. 2. GET DEPTH AND READ QUARTERBACK. 3. <u>DON'T JUMP INTERMEDIATE ROUTES.</u>
WEAK CORNER	HEAD UP ON #1 - 7 YARDS DEEP	DIME	OUTSIDE 1/3	1. M/M IN ZONE. 2. CARRY POST PATTERN FROM OUTSIDE/IN USING YOUR F/S, MAINTAINING POSITION TO PLAY CORNER ROUTE.

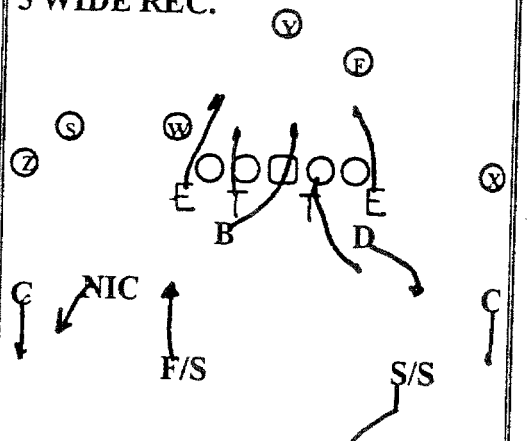
Q



4 WIDE REC.

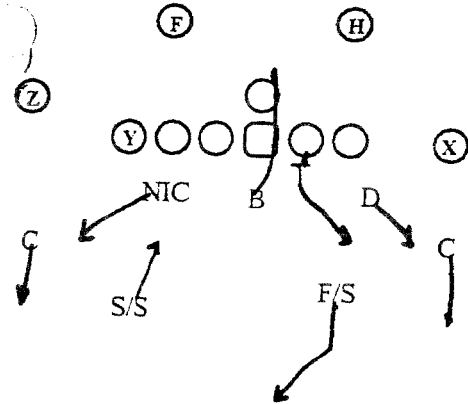


5 WIDE REC.

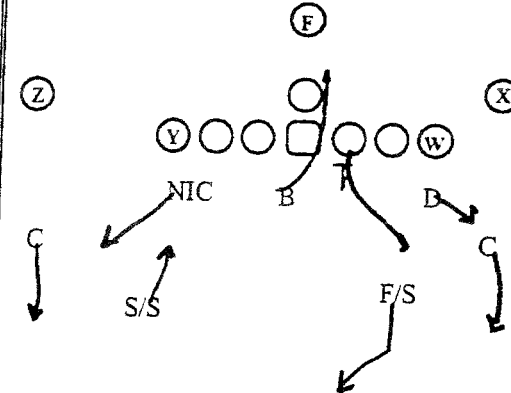


47 BUCK 3 DOG STAY (INVERT)

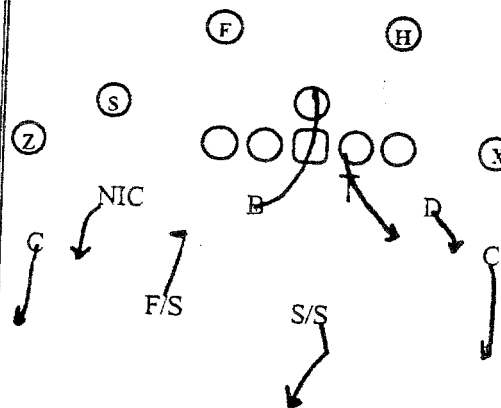
NORMAL RED



(H) WING



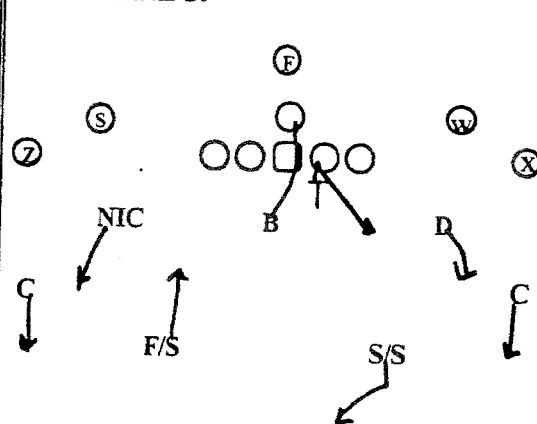
(S) RED



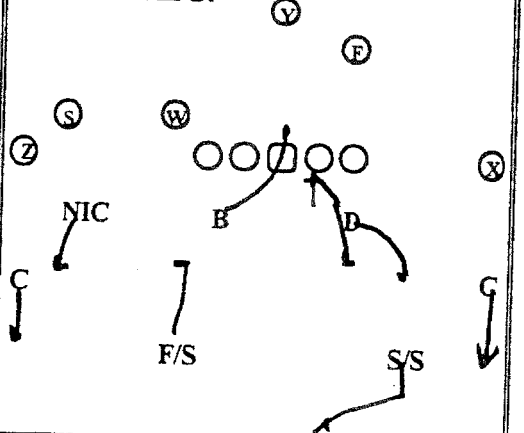
POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
NIC	TO THE STRONG SIDE OF FORMATION	INVERT	BUZZ CURL TO FLAT ON #2 OR ANY RECEIVER THAT BECOMES #2.	1. ZONE OUTSIDE #2. COVER CURL/ FLAT. F/S HELP
BUCK	IN MIDDLE OR FAVOR THE SIDE OF BACK	INVERT	<u>FREE BLITZ</u>	1. FREE BLITZ CALLED BLITZ PATH. CENTER, B OR C
DEF. TACKLE AWAY FROM NIC	BASE ALIGNMENT	DIME	ENGAGE GUARD, DROP TO HOOK OR CIRCLE.	1. ENGAGE GUARD 2. DROP TO HOOK OR CIRCLE ON YOUR SIDE. 3. GET DEPTH AND LOOK FOR RECEIVER IN YOUR ZONE.
DIME	AWAY FROM NIC. FLY, PASS OVER TO BUCK	DIME	BUZZ CURL TO FLAT ON #2 OR ANY RECEIVER THAT BECOMES #2.	1. ZONE OUTSIDE #2. COVER CURL/ FLAT. F/S HELP

Q

4 WIDE REC.



5 WIDE REC.

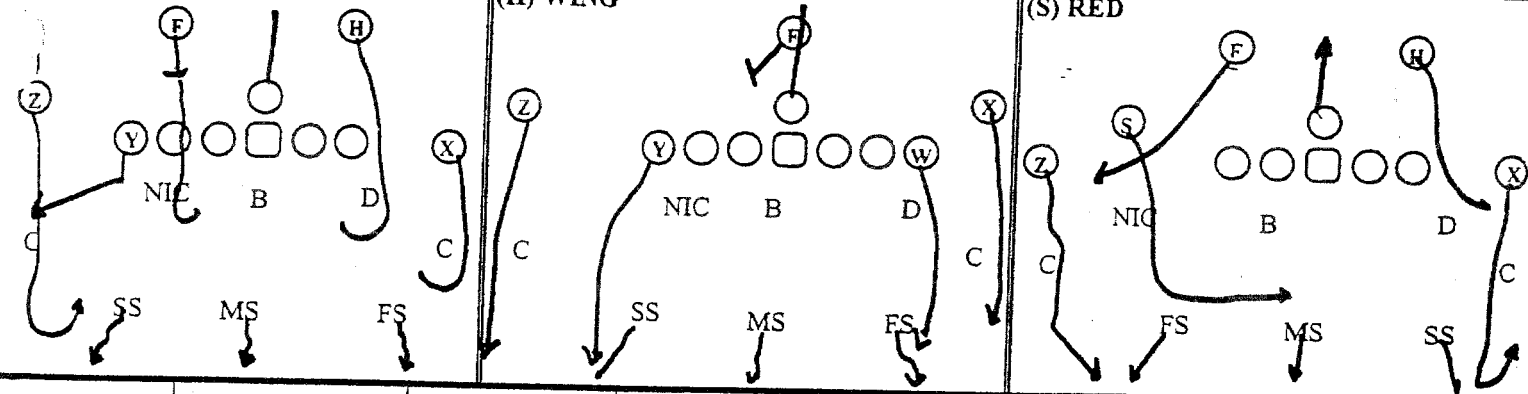


38 COVER 22

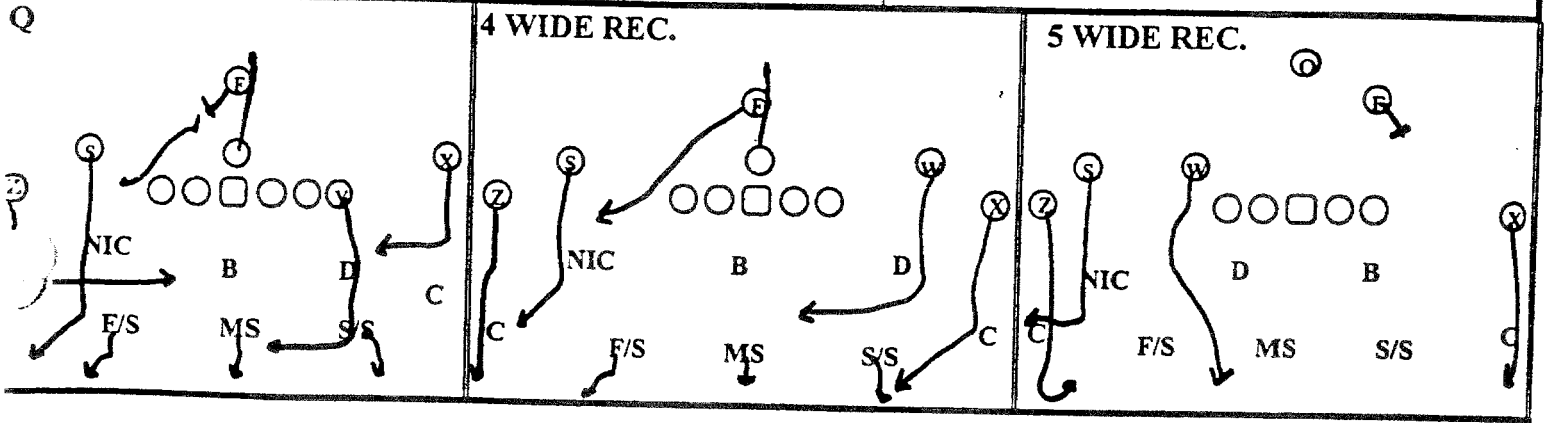
NORMAL RED

(H) WING

(S) RED

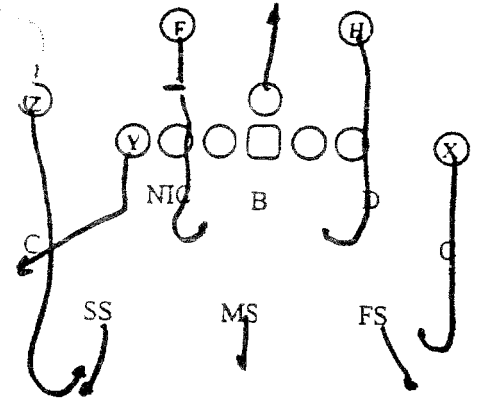


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	1. ORK ON #1	CLOUD	PLAY COVER 2	1. KEY E.M.O. LOS TO BACKFIELD FOR RUN/PASS READ 2. JAM AND FUNNEL #1. CUSHION FADE. UNTIL A THREAT COMES FROM THE INSIDE TO THE FLAT AREA.
STRONG SAFETY	1. ON NUMBERS 15 YDS DEEP	CLOUD	PLAY COVER 3 CLOUD	1. PLAY COVER 3 CLOUD DEEP OUTSIDE 1/3.
MIDDLE SAFETY	1. MIDDLE OF FIELD 15-20 YDS DEEP	CLOUD	PLAY COVER 3	1. PLAY COVER 3 DEEP MIDDLE 1/3.
FREE SAFETY	1. ON NUMBERS 15 YDS DEEP	CLOUD	PLAY COVER 4 CLOUD	1. PLAY COVER 4 CLOUD DEEP OUTSIDE 1/3.
WEAK CORNER	1. ORK ON #1	CLOUD	PLAY COVER 2	1. KEY E.M.O. LOS TO BACKFIELD FOR RUN/PASS READ 2. JAM AND FUNNEL #1. CUSHION FADE. UNTIL A THREAT COMES FROM THE INSIDE TO THE FLAT AREA.

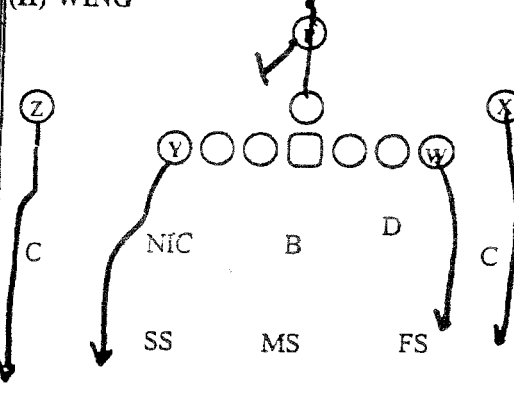


38 COVER 22

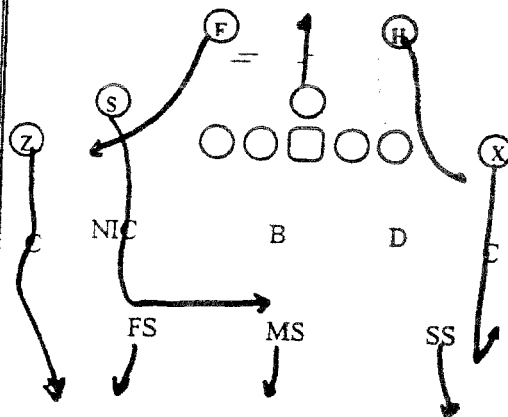
NORMAL RED



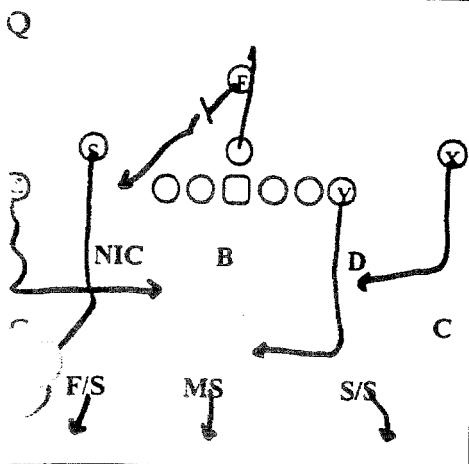
(H) WING



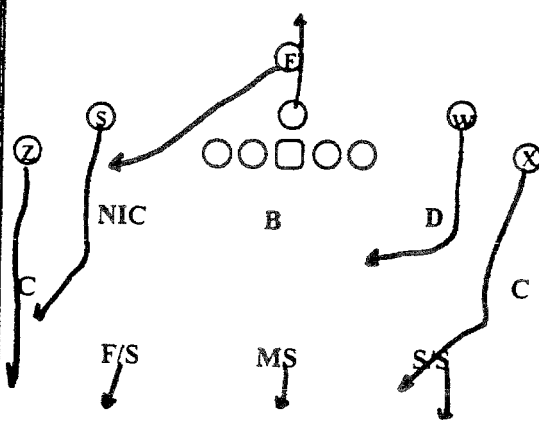
(S) RED



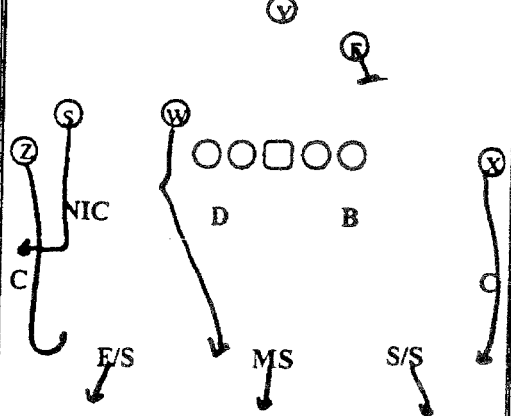
POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
NIC	1. INK ON #2 STRONG	CLOUD	PLAY LIKE COVER 2	1. DROP CURL/SEAM (CARRY #2) 2. VISION #1 ON OUTSIDE RELEASE OF #2.
BUCK	1. COVER DOWN ON #3	CLOUD	DROP HOOK ON #3/2	1. HOOK DROP ON #3/2.
DIME	1. INK ON #2 WEAK	CLOUD	PLAY LIKE COVER 2	1. DROP CURL/SEAM (CARRY #2) 2. VISION #1 ON OUTSIDE RELEASE OF #2.



4 WIDE REC.

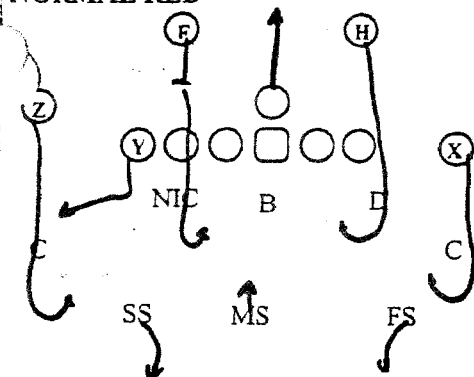


5 WIDE REC.

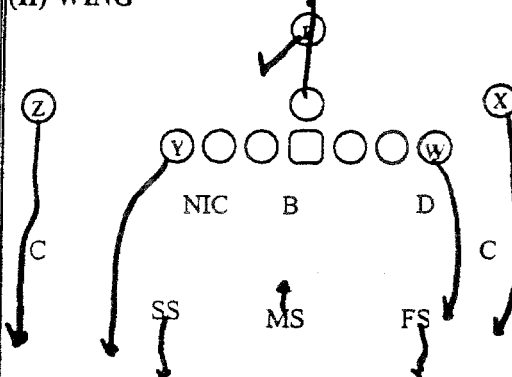


38 COVER 22 LURK (HOLE)

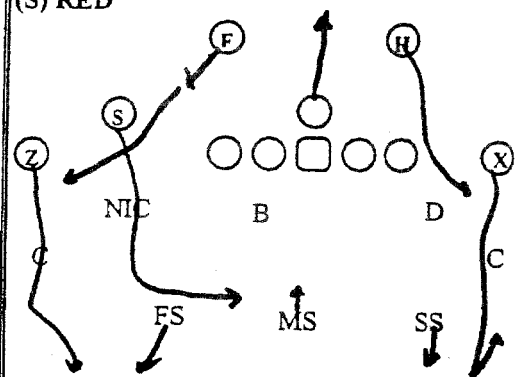
NORMAL RED



(H) WING

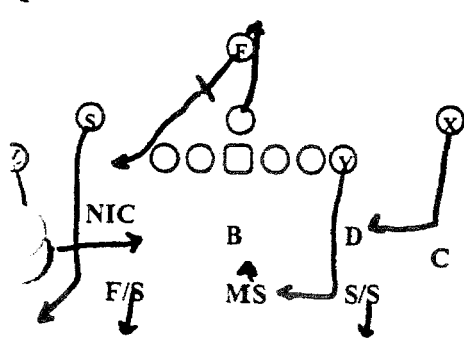


(S) RED

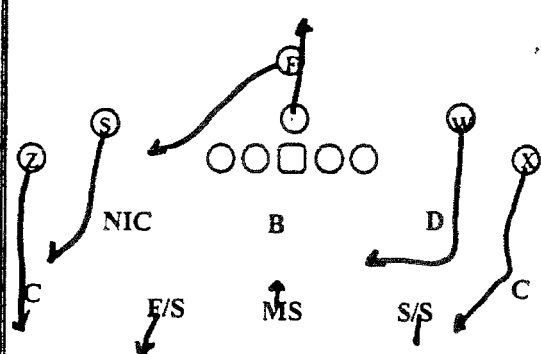


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	1. ORK ON #1	CLOUD	PLAY COVER 2	1. KEY E.M.O. LOS TO BACKFIELD FOR RUN/PASS READ 2. JAM AND FUNNEL #1. CUSHION FADE. UNTIL A THREAT COMES FROM THE INSIDE TO THE FLAT AREA.
STRONG SAFETY	1. ON NUMBERS 15 YDS DEEP	CLOUD	PLAY LIKE COVER 2 (MIDDLE SAFETY AVAILABLE FOR SQUARE IN)	1. HALF COVERAGE 2. READ #1 TO #2
MIDDLE SAFETY	1. MIDDLE OF FIELD 15-20 YDS DEEP	CLOUD	LURK OR HOLE TECHNIQUE	1. LURK AT 15 YDS IN MIDDLE OF FIELD. ALERT TO INSIDE BREAKING RECEIVER DEEPER THAN 12 YDS.
FREE SAFETY	1. ON NUMBERS 15 YDS DEEP	CLOUD	PLAY LIKE COVER 2 (MIDDLE SAFETY AVAILABLE FOR SQUARE IN)	1. HALF COVERAGE 2. READ #1 TO #2
WEAK CORNER	1. ORK ON #1	CLOUD	PLAY COVER 2	1. KEY E.M.O. LOS TO BACKFIELD FOR RUN/PASS READ 2. JAM AND FUNNEL #1. CUSHION FADE. UNTIL A THREAT COMES FROM THE INSIDE TO THE FLAT AREA.

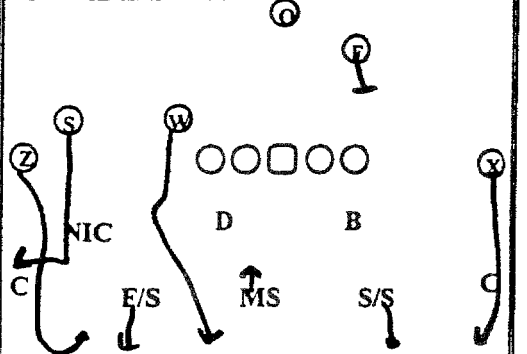
Q



4 WIDE REC.

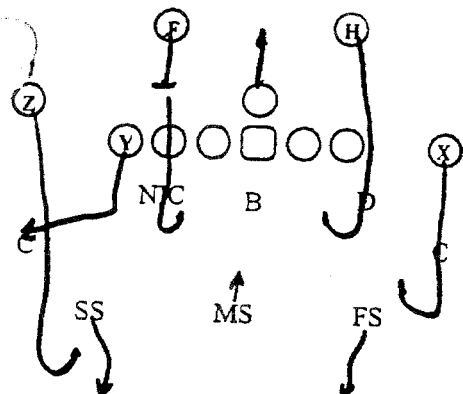


5 WIDE REC.

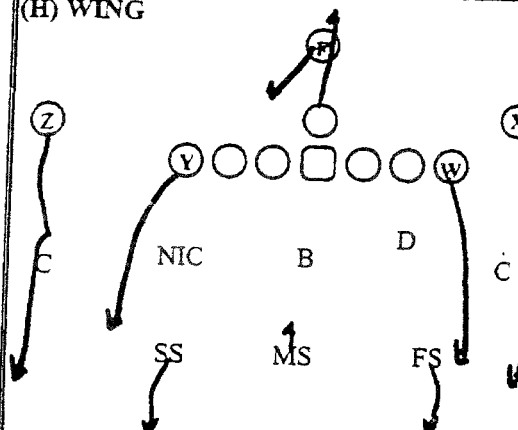


38 COVER 22 LURK (HOLE)

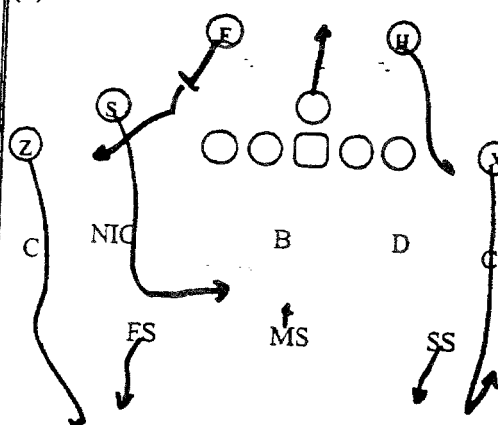
NORMAL RED



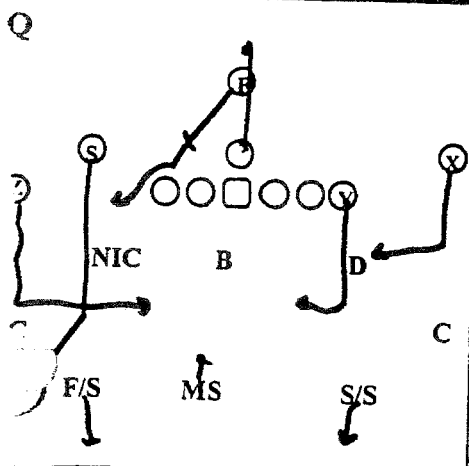
(H) WING



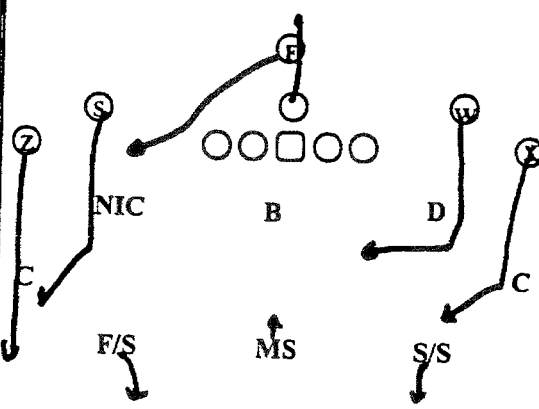
(S) RED



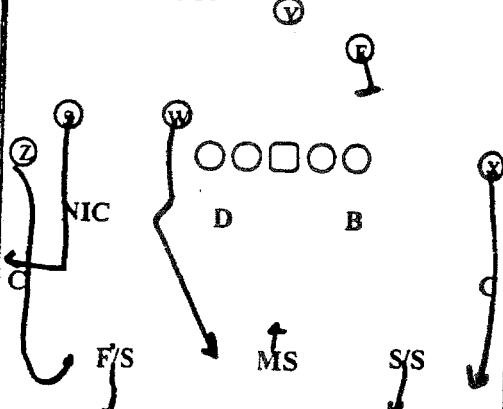
POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
NIC	1. INK ON #2 STRONG	CLOUD	PLAY COVER 2	1. DROP CURL/SEAM (CARRY #2) 2. VISION #1 ON OUTSIDE RELEASE OF #2.
BUCK	1. COVER DOWN ON #3	CLOUD	DROP HOOK ON #3/2	1. HOOK DROP ON #3/2 NO DEEPER THAN 10 YDS. MIDDLE SAFETY IS LURKING FOR SQUARE IN'S.
DIME	1. INK ON #2 WEAK	CLOUD	PLAY COVER 2	1. DROP CURL/SEAM (CARRY #2) 2. VISION #1 ON OUTSIDE RELEASE OF #2.



4 WIDE REC.



5 WIDE REC.

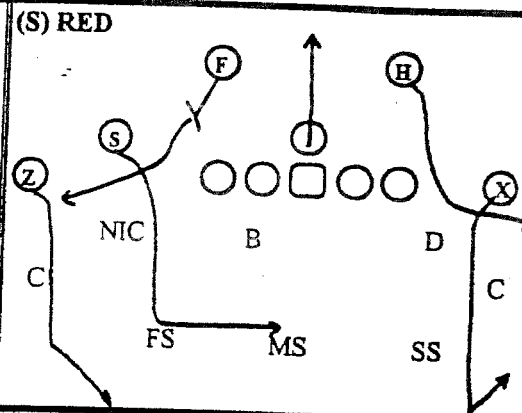
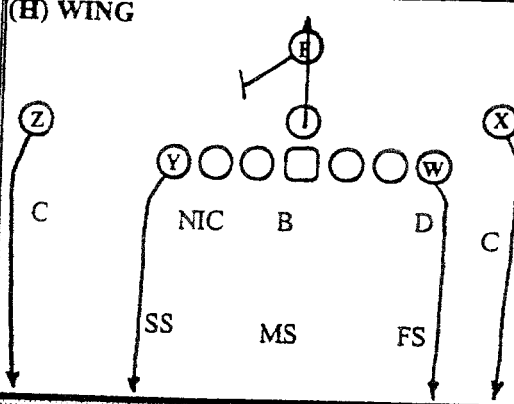
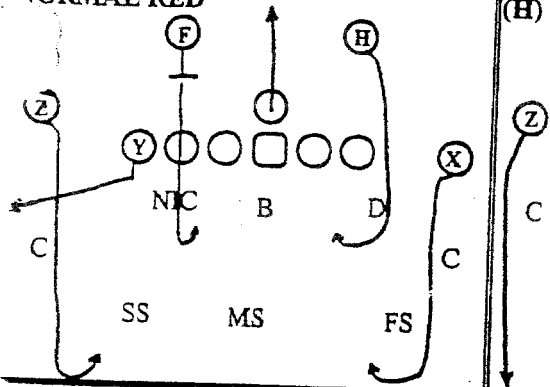


38 COVER 88

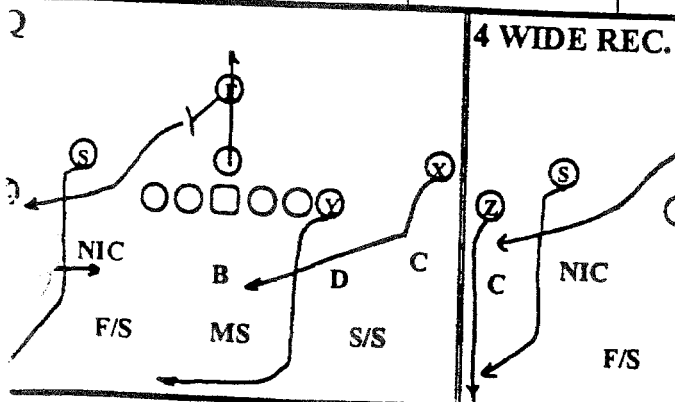
NORMAL RED

(H) WING

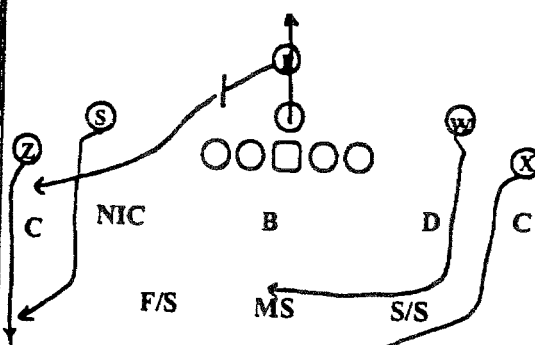
(S) RED



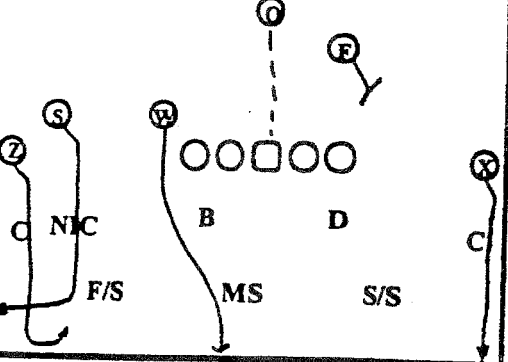
POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	1. INK ON #1	HALF SAFETY	INK TRAIL TECHNIQUE	<ol style="list-style-type: none"> 1. TRAIL M/M ON #1 2. RE-ROUTE AND GET INTO TRAIL POSITION. 3. KEEP TOTAL CONCENTRATION ON INSIDE HIP OF RECEIVER. 4. MAINTAIN INSIDE POSITION ON HIP THROUGHOUT ROUTE. 5. KNOW YOU HAVE DEEP HELP. MAINTAIN YOUR OUTSIDE FOOT ON RECEIVER'S INSIDE FOOT. YOU WILL HAVE A 1 YARD REVERSE CUSHION.
STRONG SAFETY	1'. OUSIDE EDGE OF NUMBERS 15 YDS DEEP	HALF SAFETY	DEEP OUTSIDE 1/3 ZONE	1. DEEP OUTSIDE 1/3 ZONE
MIDDLE SAFETY	1. DEEP MIDDLE 15 YDS DEEP	HALF SAFETY	DEEP MIDDLE 1/3 ZONE	DEEP MIDDLE 1/3 ZONE
FREE SAFETY	1'. OUSIDE EDGE OF NUMBERS 15 YDS DEEP	HALF SAFETY	DEEP OUTSIDE 1/3 ZONE	DEEP OUTSIDE 1/3 ZONE
WEAK CORNER	1. INK ON #1	HALF SAFETY	INK TRAIL TECHNIQUE	SAME AS STRONG CORNER



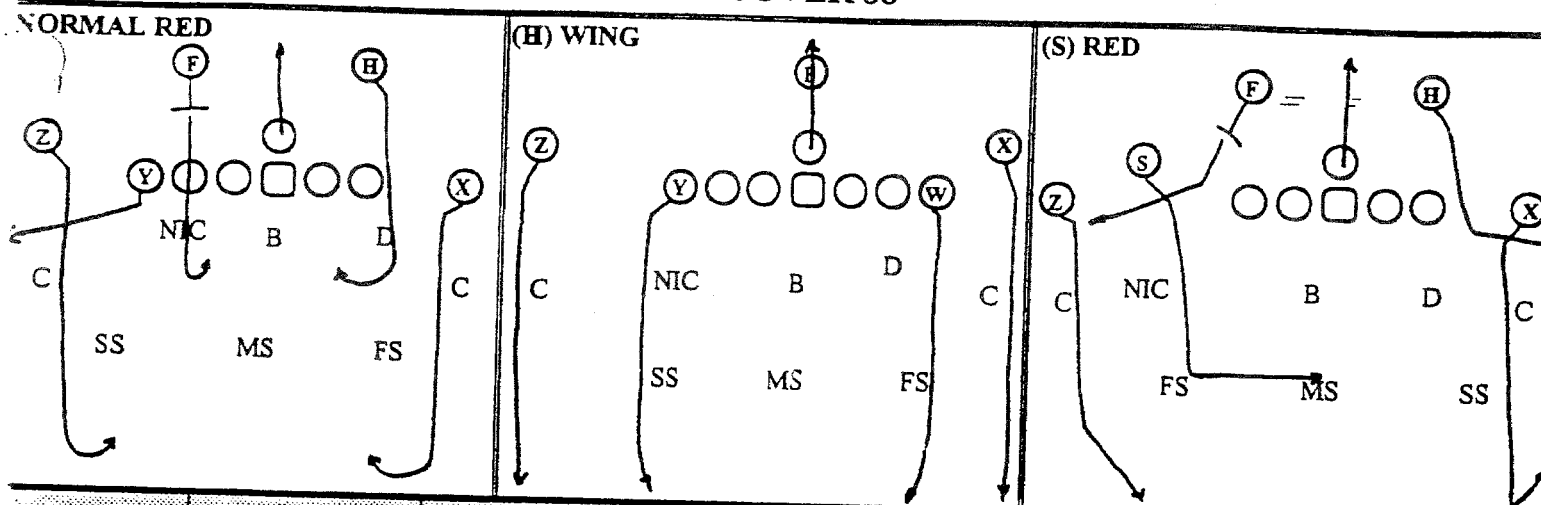
4 WIDE REC.



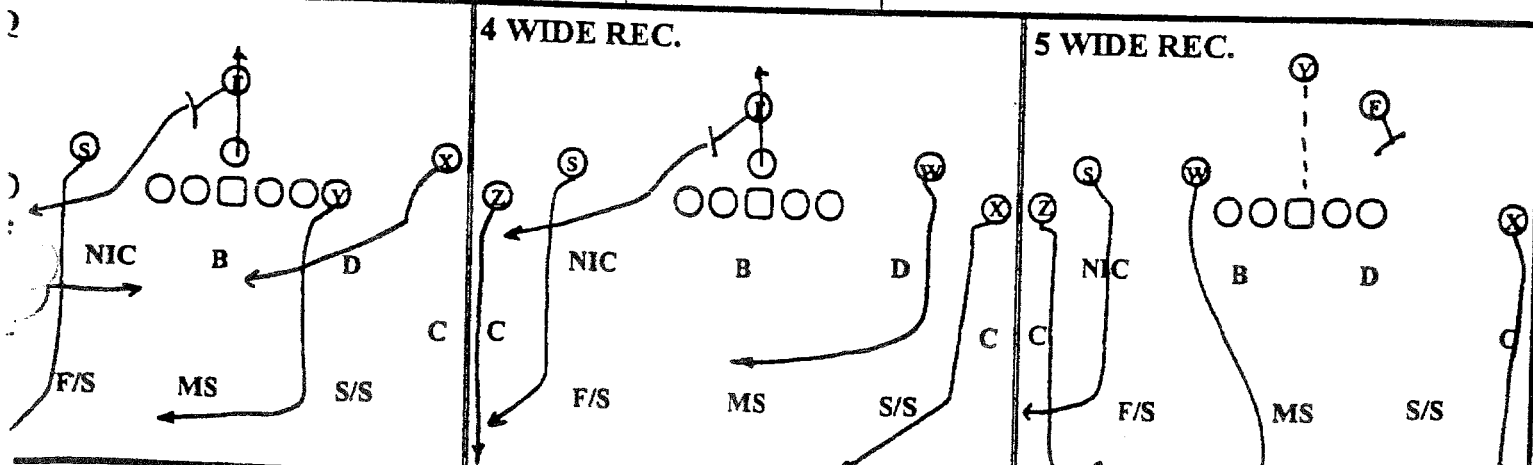
5 WIDE REC.



38 COVER 88

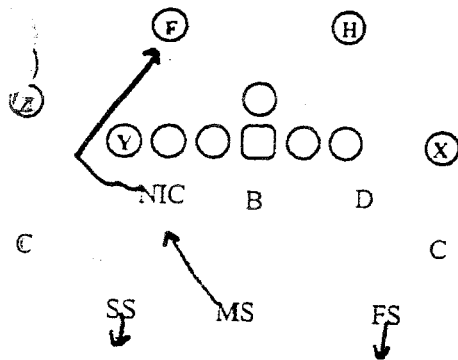


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
NIC	1. INK #2 STRONG	HALF SAFETY	1. COVER #2 STRONG INSIDE TECH. 2. WITH OFF SET BACK ALERT FOR BANJO WITH BUCK	1. JAM AND TRAIL INSIDE OUT ON #2 2. WITH OFF SET BACK ALERT TO BANJO WITH MIKE. 3. "FIRE" PASS TE TO DIME, COUPLE THE BACKS WITH BUCK 4. #2 BLOCKS, ENGAGE HIM. 5. "FRANK" STICK #2 6. TE OR BACK MOVEMENT, PASS OVER MOVEMENT TO YOU COVER NEW #2.
BUCK	1. INSIDE #3	HALF SAFETY	1. COVER #3 INSIDE TECH. 2. WITH #3 OFF SET, ALERT TO BANJO WITH NIC	1. JAM AND TRAIL INSIDE OUT ON #3. 2. WITH OFFSET BACK ALERT TO BANJO WITH NIC. 3. "FIRE" PASS TE TO WIL, COUPLE THE BACKS WITH NIC. 4. IF #3 BLOCKS ENGAGE HIM. 5. "FRANK" COUPLE BACKS WITH DIME. 6. MOVEMENT OF BACKS OR TE, PASS TO OTHER LB.
DIME	1. INK #2 WEAK	HALF SAFETY	1. COVER #2 WEAK INSIDE TECH. 2. ALERT FOR BANJO WITH BUCK VS WING	1. JAM AND TRAIL INSIDE OUT ON #2 W/S. 2. WITH OFF SET BACK TO WING SET, ALERT TO BANJO WITH BUCK. 3. "FIRE" ALERT FOR TE CROSSING OR COVER CHECK DOWN. 4. IF #2 BLOCKS ENGAGE HIM 5. "FRANK" COUPLE WITH BUCK. 6. MOVEMENT OF TE OR BACKS, COVER THE NEW #2.

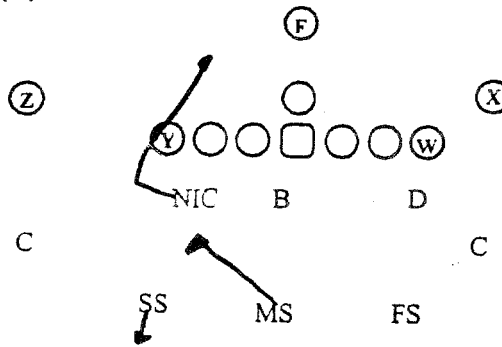


38 COVER NIC (DIME) 22

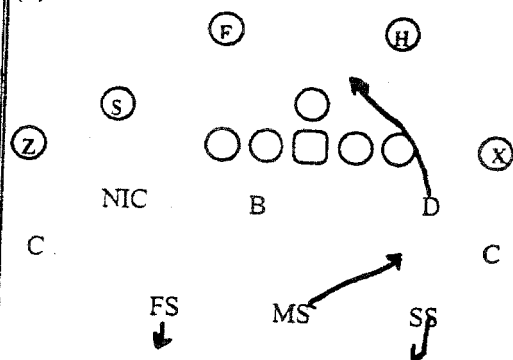
NORMAL RED



(H) WING



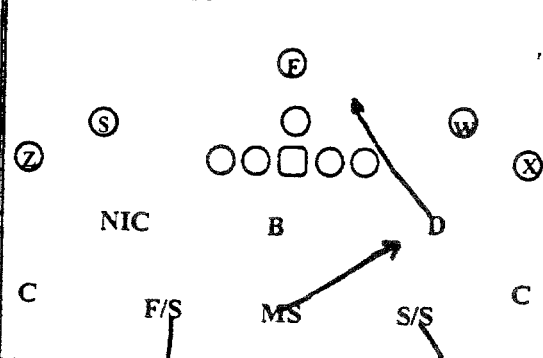
(S) RED



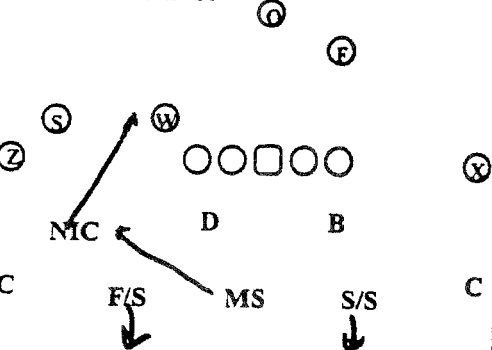
POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	1. ORK ON #1	CLOUD	PLAY COVER 2	1. KEY E.M.O. LOS TO BACKFIELD FOR RUN/PASS READ 2. JAM AND FUNNEL #1. CUSHION FADE. UNTIL A THREAT COMES FROM THE INSIDE TO THE FLAT AREA.
STRONG SAFETY	1. ON NUMBERS 15 YDS DEEP	CLOUD	DEEP 1/2 FIELD	1. PLAY AS 47 22 COVERAGE TECHNAUES
MIDDLE SAFETY	1. MIDDLE OF FIELD 15-20 YDS DEEP	CLOUD	REPLACE THE NIC OR DIME IN COVERAGE.	1. NIC 22, COVER CURL / SEAM TO NIC'S SIDE. NO RIDE. 2. DIME 22, COVER CURL / SEAM TO DIME'S SIDE. NO RIDE.
FREE SAFETY	1. ON NUMBERS 15 YDS DEEP	CLOUD	DEEP 1/2 FIELD	PLAY AS 47 22 COVERAGE TECHNAUES
WEAK CORNER	1. ORK ON #1	CLOUD	PLAY LIKE COVER 2	1. KEY E.M.O. LOS TO BACKFIELD FOR RUN/PASS READ 2. JAM AND FUNNEL #1. CUSHION FADE. UNTIL A THREAT COMES FROM THE INSIDE TO THE FLAT AREA.

Q

4 WIDE REC.

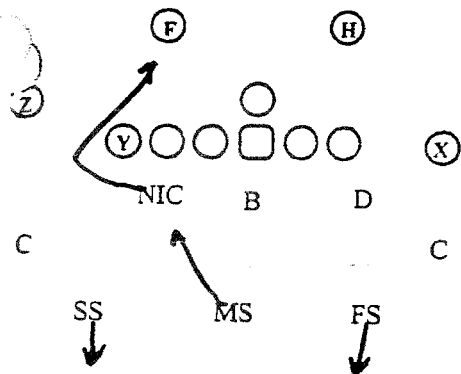


5 WIDE REC.

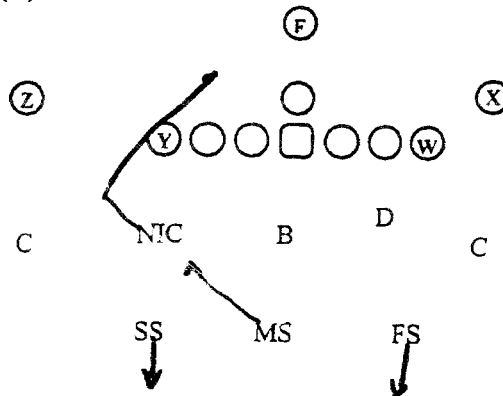


38 COVER NIC (DIME) 22

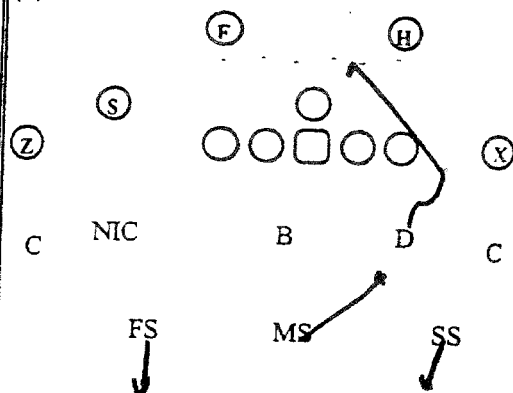
NORMAL RED



(H) WING

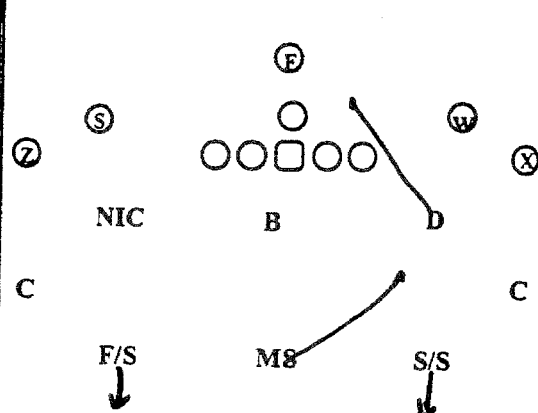


(S) RED

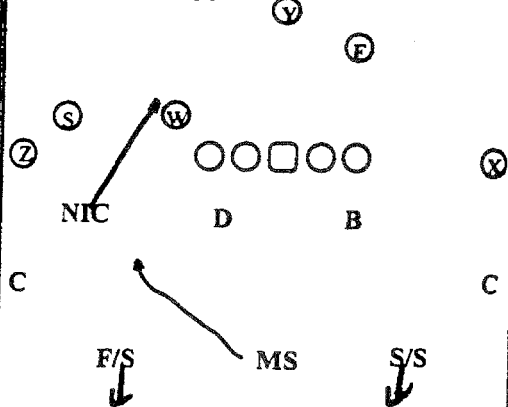


POSITION	ALIGNMENT	RUN SUPPORT	PASS TECHNIQUE	COACHING POINTS
NIC	1. INK ON #2 STRONG	CLOUD	COVER 2 OR BLITZ	1. DIME BLITZ PLAY COVER 2 2. DROP CURL/SEAM (CARRY #2) 3. VISION #1 ON OUTSIDE RELEASE OF #2. 4. NIC BLITZ - BLITZ OUTSIDE DE YOUR SIDE
BUCK	1. COVER DOWN ON #3	CLOUD	DROP HOOK ON #3/2	1. HOOK DROP ON #3/2.
DIME	1. INK ON #2 WEAK	CLOUD	COVER 2 OR BLITZ	1. NIC BLITZ PLAY COVER 2 2. DROP CURL/SEAM (CARRY #2) 3. VISION #1 ON OUTSIDE RELEASE OF #2. 4. DIME BLITZ - BLITZ OUTSIDE DE YOUR SIDE

4 WIDE REC.



5 WIDE REC.



"HAIL MARY" DEFENSIVE

SPECIAL DEFENSE FOR LAST 2 PLAYS OF HALF OR GAME:

3 MAN LINE: BALANCED, CONTAIN RUSH. STAY ON YOUR FEET.

DEFENSIVE ENDS: CONTAIN RUSH, DO NOT LET QB OUT SIDE
POCKET TO BUY TIME FOR DEEP THROW.

TACKLE: MIDDLE SPY RUSH

CORNERS, NIC, AND DIME: PLAY COVER 88 "OFF" TECHNIQUE. AVOID ANY
ILLEGAL CONTACT. STAY ON HIP OF YOUR
RECEIVER. AS BALL DESCENDS SCREEN OFF
YOUR RECEIVER. YOU ARE NOT A JUMPER, YOU
ARE A SCREENER LOOKING FOR THE TIPPED
PASS.

REACT UP TO DUMP OFF TO FB OR
QB SCRAMBLE.

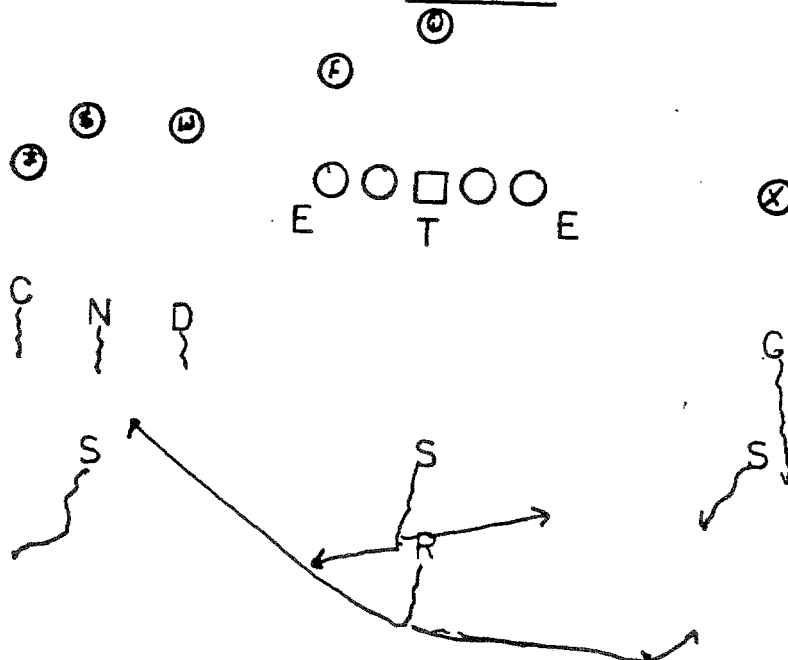
SAFETIES: DEEP 1/3

SAFETIES TO FLOOD SIDE PLAY OVER TOP OF
THE THROWN BALL. YOU ARE OUTSIDE AND
DEEP LOOKING FOR TIPPED BALL.

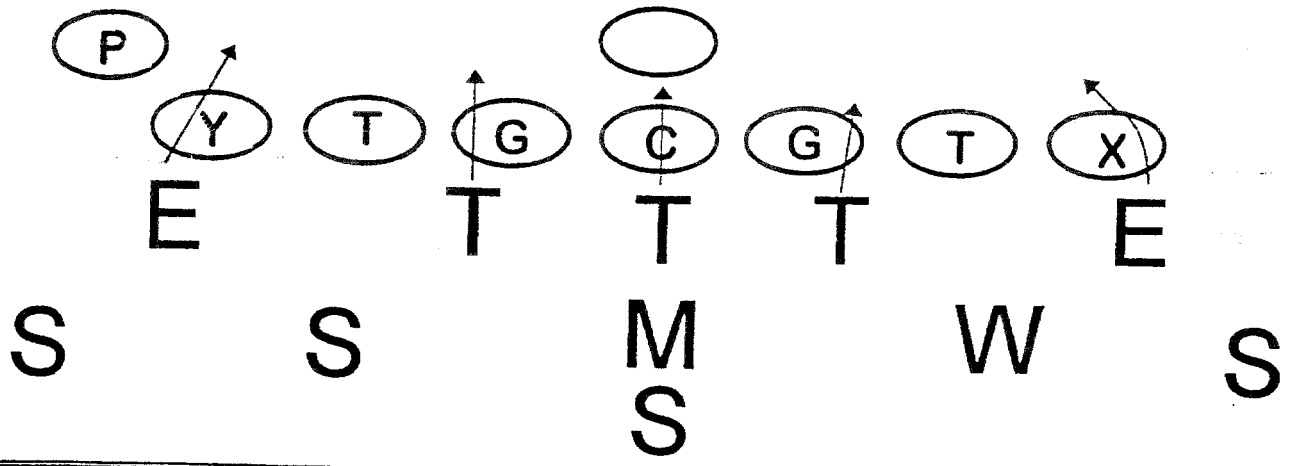
MIDDLE SAFETY, REACT TO DIRECTION OF
BALL. YOU ARE INSIDE AND DEEP LOOKING FOR
TIPPED BALL.

SAFETY AWAY FROM FLOOD, HELP W/S CORNER
WITH ANY INSIDE ROUTES OF "X".

SPECIAL (OFFENSIVE RECEIVER): GOES TO THE BALL! YOU ARE THE
JUMPER.

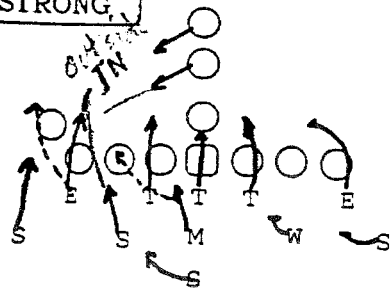


BIG SHRINK

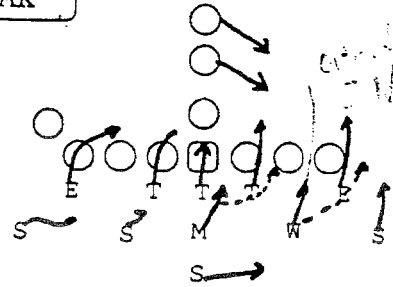


POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>LE</u>	9	9	BOX REPLACE	TITE END	D GAP TO ALLEY	SQUEEZE PURSUIT	CONTAIN
<u>LT</u>	3	3		GUARD	B GAP	SQUEEZE PURSUIT	PUSH POCKET
<u>NT</u>	0	0		CENTER	PENETRATE CENTER	PENETRATE CENTER	PUSH POCKET
<u>RT</u>	3	3		GUARD	B GAP	SQUEEZE PURSUIT	PUSH POCKET
<u>RE</u>	9	9	BOX REPLACE	TITE END	D GAP TO ALLEY	SQUEEZE PURSUIT	CONTAIN
<u>SAM</u> (S)	5 Ø	READ	BOX REPLACE	BACKS THRU 'O'-LINE	C GAP TO SCRAPE	HOLD CUTBACK	FLAT
<u>MIKE</u> (M)	STACK NOSE	READ		BACKS THRU 'O'-LINE	A GAP PURSUE	A GAP PURSUE	HOOK TO FLOW
<u>WIL</u> (W)	5 Ø	READ		BACKS THRU 'O'-LINE	C GAP TO SCRAPE	HOLD CUTBACK	FLAT
<u>SAFETIES</u>	3/3 S/S 2/2 W/S	READ	REPLACE SUPPORT	END MAN ON LOS	CONTAIN	FALL BACK	DEEP 1/3
<u>F/S</u>	10 YARDS DEEP	READ	INSIDE OUT	BIG PICTURE	FILL INSIDE/OUT		DEEP 1/3

RUN STRONG



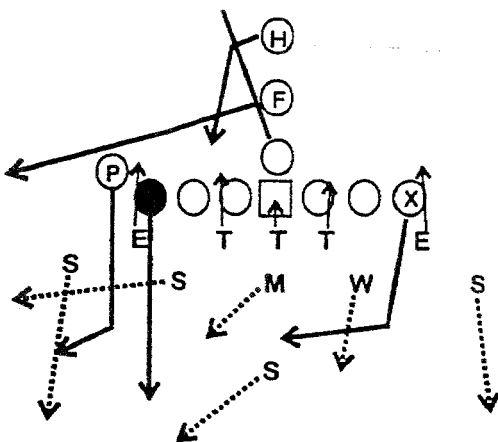
RUN WEAK



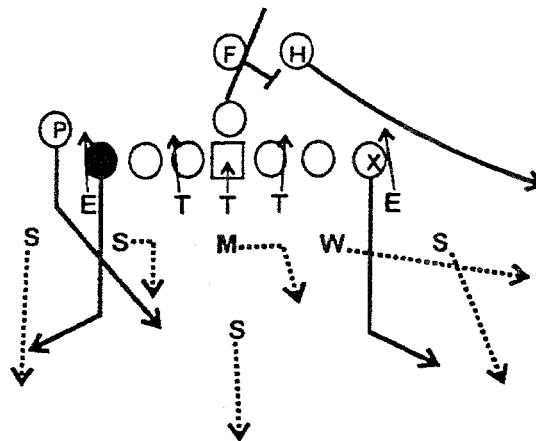
Big Shrink

Coverage vs. Short Yardage Passes

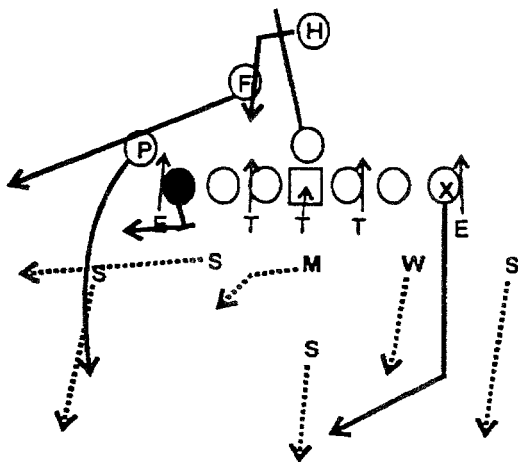
Fire



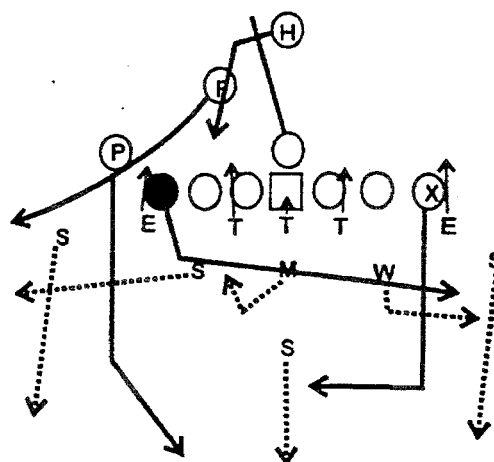
Frank



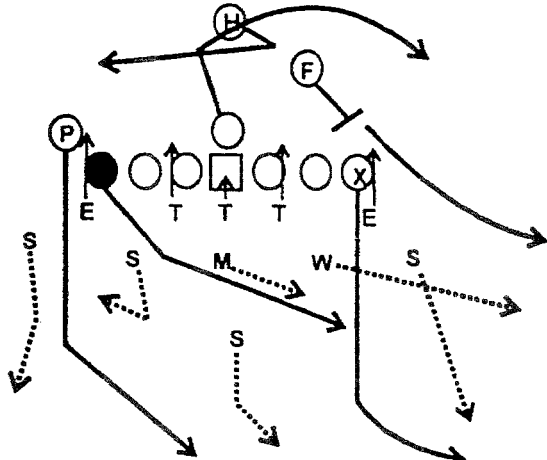
Fire "Y" Delay



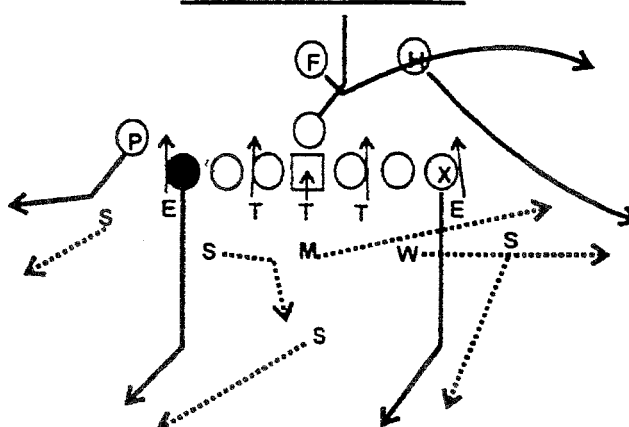
Fire "Y" Cross



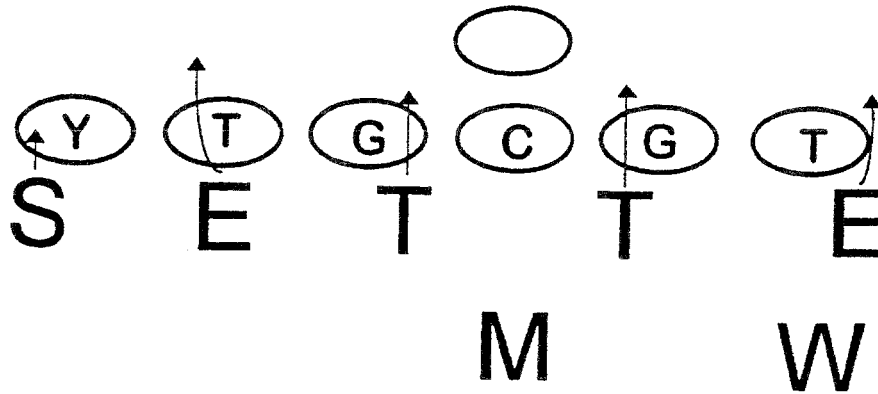
Bootleg



Big Shrink "Man"



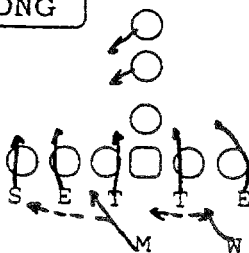
SOLID SHORT



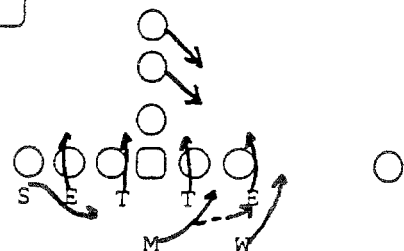
POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>LE</u>	4	9	BY COVERAGE	TACKLE	C GAP	SQUEEZE PURSUIT	CONTAIN
<u>LT</u>	1	1		GUARD	A GAP	SQUEEZE PURSUIT	PUSH POCKET
<u>RT</u>	1	1		GUARD	A GAP	SQUEEZE PURSUIT	PUSH POCKET
<u>RE</u>	5	5	BY COVERAGE	TACKLE	C GAP	SQUEEZE PURSUIT	CONTAIN
<u>SAM</u> (S)	9	READ	BLOCKING SCHEME FORMATION	TITE TO BACKS	D GAP TO ALLEY	FALL BACK	COVERAGE CALLED
<u>MIKE</u> (M)	3 Ø	READ		BACKS THRU 'O'-LINE	B GAP	B GAP	COVERAGE CALLED
<u>WIL</u> (W)	5 Ø	READ		BACKS THRU 'O'-LINE	B GAP TO MIRROR	B GAP HOLD	COVERAGE CALLED

NOTES: RUN SUPPORT BY COVERAGE CALLED.

RUN STRONG

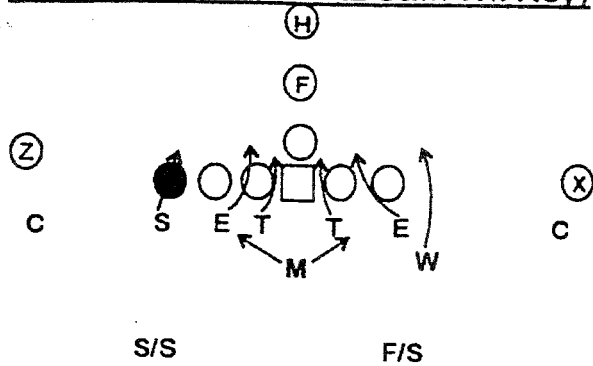


RUN WEAK

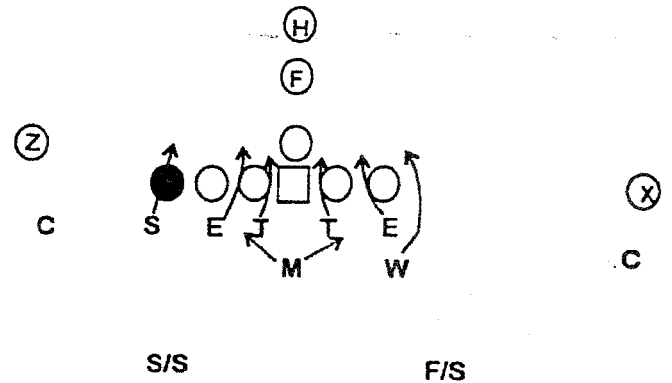


Other Short Yardage Defenses

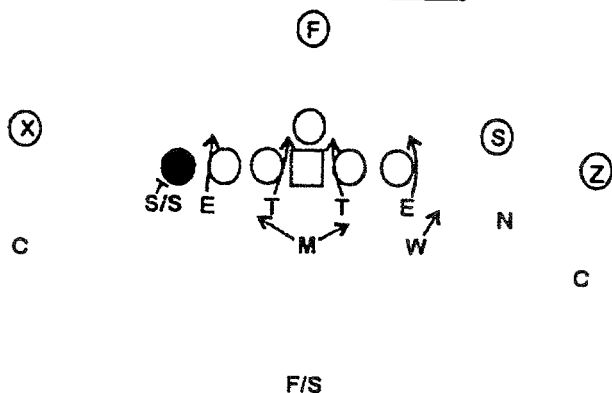
Solid Short "Pinch" (Cover 3; Cover 1 Blitz Sam Wil Key)



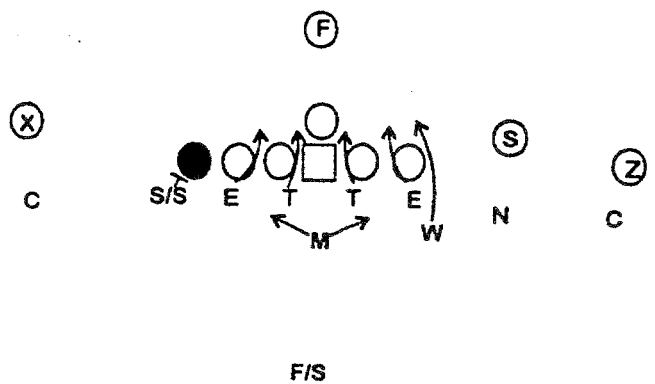
Solid Short Pinch Sam/Wil Deuce



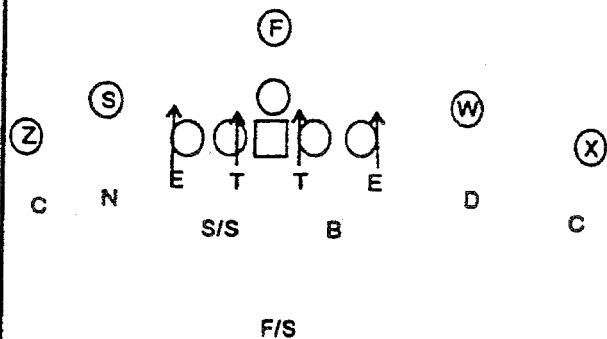
45 Solid Short (Cover 4; Cover 3)



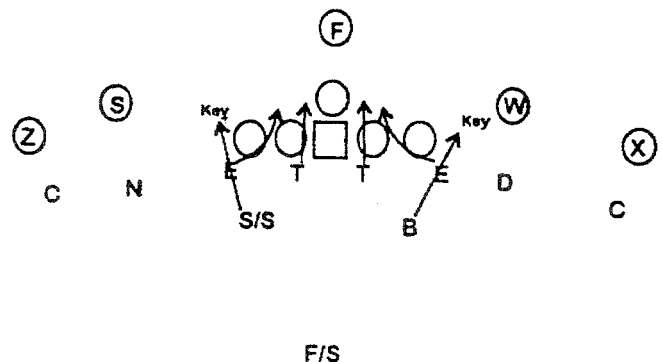
45 Solid Short Pinch Cover 1 Wil Crash



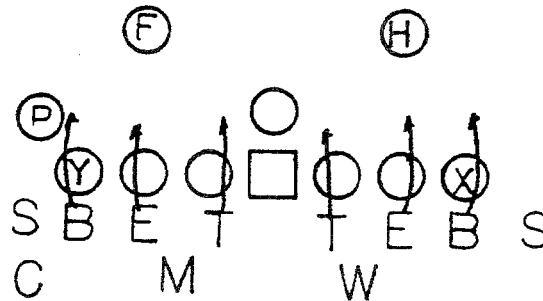
47 Short (Cover 3; Cover 11 10 Up)



47 Short Pinch (Cover 11 Key: 10 Up)



GOALLINE COVERAGE AND ADJUSTMENTS

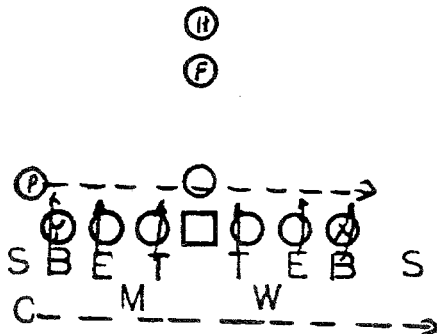


"Z" CORNER : M/M PAIR

S/S & MIKE: BANJO TE & BACK (#2 & #3)

W/S & WIL: BANJO TE & BACK (#1 & #2)

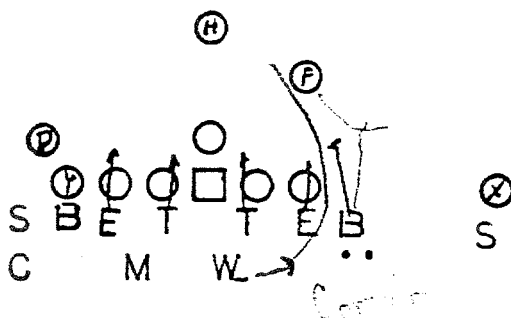
ROCKET



"Z" CORNER GO WITH ROCKET

SAFETIES AND ILB'S MAINTAIN YOUR BANJO.

X FLEX



SAFETY COVER FLEX END M/M

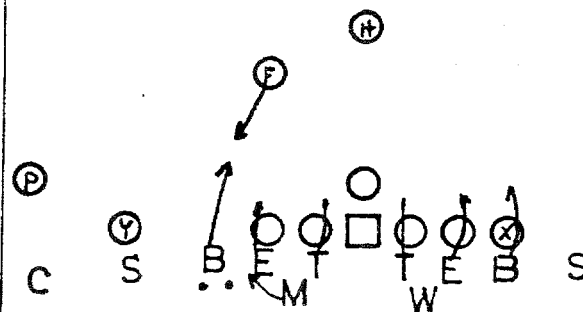
"B" GO TO 2PT; ATTACK #2. COVER ARROW OR WIDE.

WIL COVER #2 INSIDE CUTS OR SCRAPE TO QB

FRANK: "B" & WIL COUPLE #2 & #3.

"FIRE": KEEP BANJO ON WIL LOOK FOR SHALLOW CROSSER. BOOK W/S.

"FRANK" MIKE FIND SHALLOW CROSSER; BOOK PAIR & Y SPLIT (OR OPPOSITE)

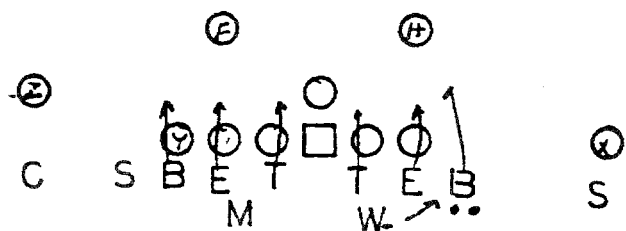


"Z" CORNER AND SAFETY: COVER PAIR AND TE M/M

"B" GO TO 2PT, ATTACK #3, COVER ARROW OR WIDE.

MIKE: COVER #3 INSIDE CUTS OR SCRAPE TO QB

REGULAR SET

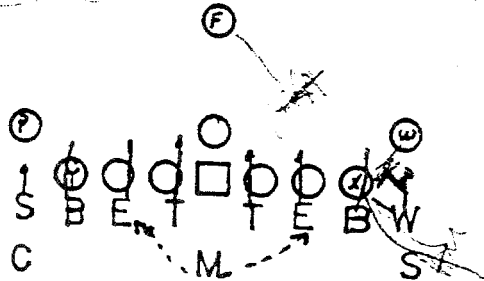


"Z" CORNER & W/S COVER SPLIT RECEIVERS. IF WR'S. COULD USE REG. CORNERS

S/S AND MIKE BANJO

"B" (GO 2 PT) & WIL PLAY SPLIT RECEIVER RULE.

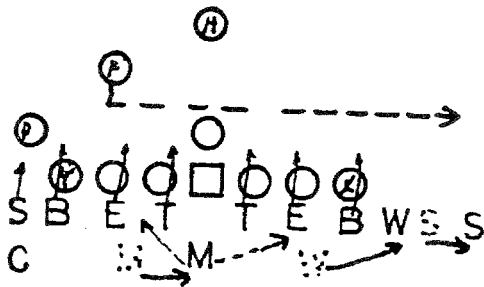
DOUBLE WING (CHECK FRONT TO PINCH)



W/S M/M #1

WIL MOVE UP ON LINE. WIL SUPPORT. 2 WAY BANJO WITH MIKE AND S/S

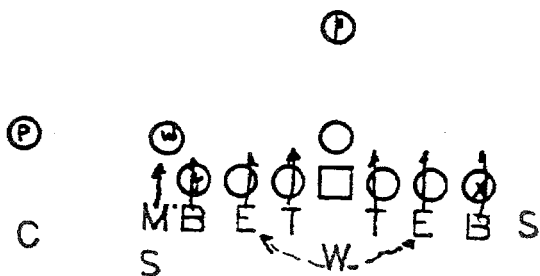
MOTION TO WING (CHECK PINCH)



W/S M/M #1

WIL MOVE UP ON LINE. WIL SUPPORT. 2 WAY BANJO WITH MIKE AND S/S

FLOOD PAIR (CHECK PINCH)

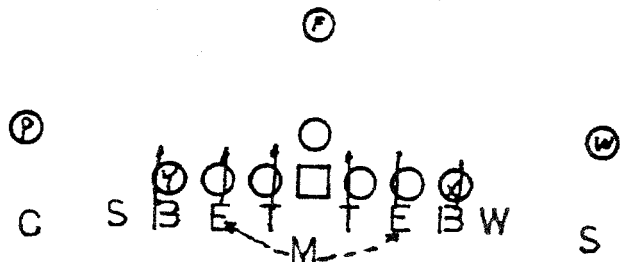


"Z" CORNER COVER #1 M/M.

SAFETY COVER #2 M/M

MIKE MOVE UP ON LINE. MIKE SUPPORT. 2 WAY BANJO WITH WIL AND W/S.

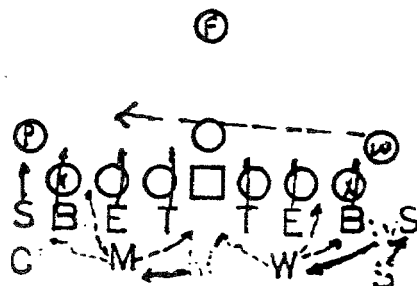
WING (CHECK FRONT TO PINCH)



W/S M/M #1

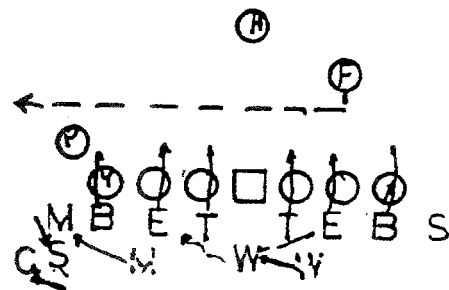
WIL MOVE UP ON LINE. WIL SUPPORT. 2 WAY BANJO WITH MIKE AND S/S

WING FLY TO REGULAR (CHECK PINCH)



WIL MOVE BACK TO NORMAL PINCH ALIGNMENT. BANJO WITH W/S.

FLY TO FLOOD (CHECK PINCH)

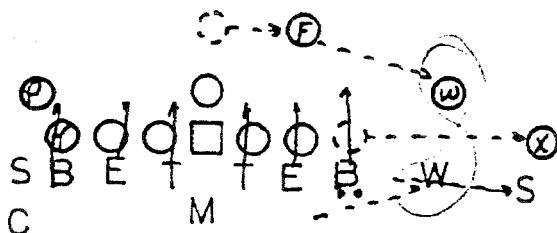


"Z" CORNER COVER #1 M/M.

SAFETY COVER #2 M/M

MIKE MOVE UP ON LINE. MIKE SUPPORT. 2 WAY BANJO WITH WIL AND W/S.

SHIFT TO WING KRACK (CHECK PINCH)



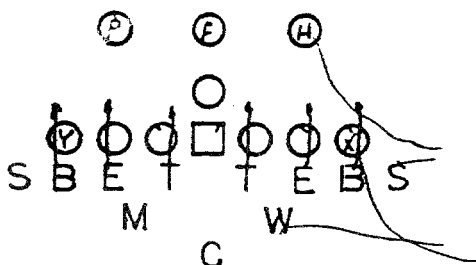
W/S M/M #1

WIL MOVE OUT ON WING KRACK COVER M/M

"B" GO TO 2 PT. FOLLOW SPLIT RULE.

MIKE KEEP BANJO WITH SAFETY, FRANK HELP "B" ON INSIDE CUTS.

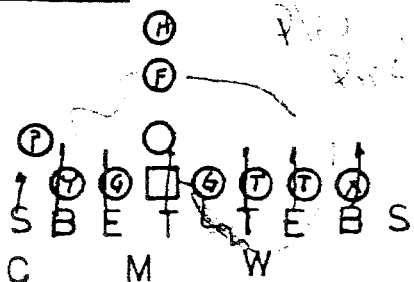
TREY BACKFIELD (3 BACKS)



"Z" CORNER COVER MIDDLE BACK

SAFETIES AND ILB KEEP BANJO ON #1 & #2

UNBALANCED LINE: (MOVE LINE TO UNBALANCED SIDE)

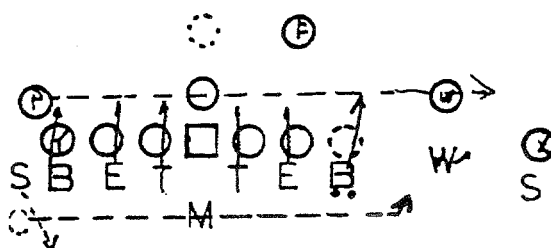


MOVE LINE TO UNBALANCED SIDE ONE MAN.

PLAY PINCH TO UNBALANCED SIDE: PLAY TIN TO SHORT SIDE.

FOLLOW ALL COVERAGE AND ALIGNMENT RULES.

SHIFT TO WING KRACK: ROCKET (CHK PINCH)



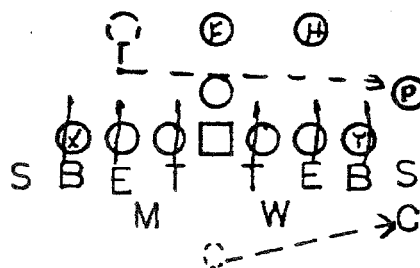
W/S M/M #1

WIL MOVE OUT ON WING KRACK COVER M/M. BE READY TO SWITCH WITH "Z" CORNER ON PICK.

"B" GO TO 2 PT. FOLLOW SPLIT RULE.

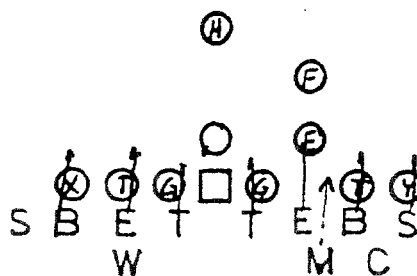
MIKE KEEP BANJO WITH SAFETY, FRANK HELP "B" ON INSIDE CUTS

SHIFT OR MOTION FROM TREY



"Z" CORNER COVER MOVEMENT

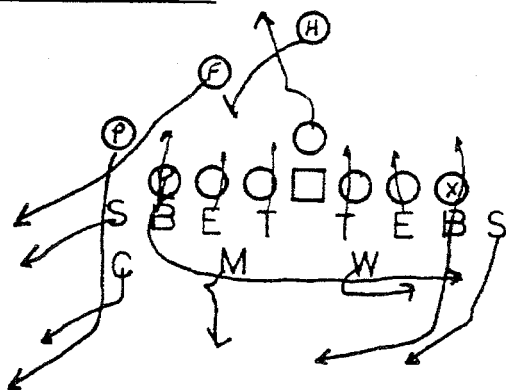
ELEPHANT FORMATION



PLAY PINCH. END INSIDE EYE ON ELEPHANT.

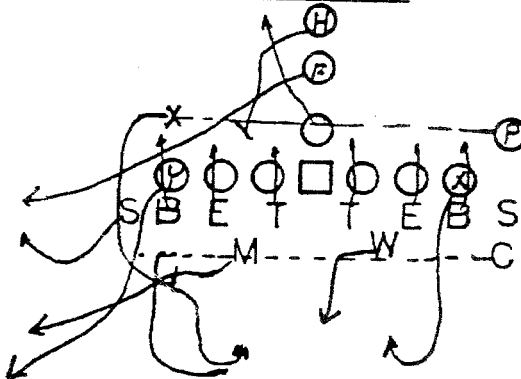
"B" ALIGN ON #3. PLAY GL TECHNIQUE SAFETY ALIGN ON #4. PLAY AS YOU WOULD PAIR

"FIRE" "Y" CROSS



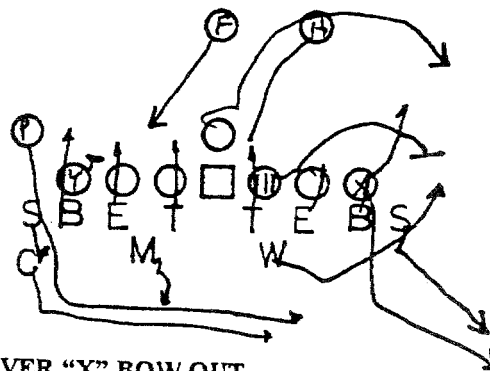
WIL: COVER 1ST SHALLOW CROSSER.
MIKE: PASS "Y" TO WIL. BOOK X CROSS
S/S: BANJO PICK UP. W/S & "Z" CORNER M/M
"FRANK" "X" BOW OUT. "Y" CROSS

"FIRE" "Y" BOW OUT. PAIR PICK



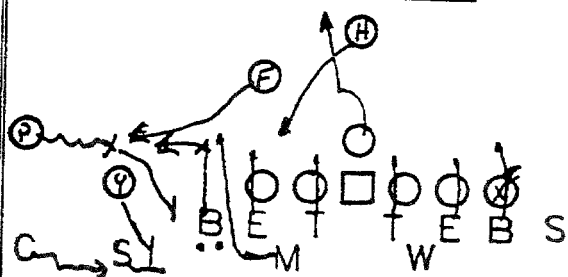
WIL: NO CROSSER. BOOK "X" CROSS TO "P" IN
S/S & MIKE BANJO #2 & #3. MIKE UNDERCUT "Y"
BOW OUT. W/S & "Z/C" M/M

UNIVERSAL GL BOOT RUN/PASS OPTION

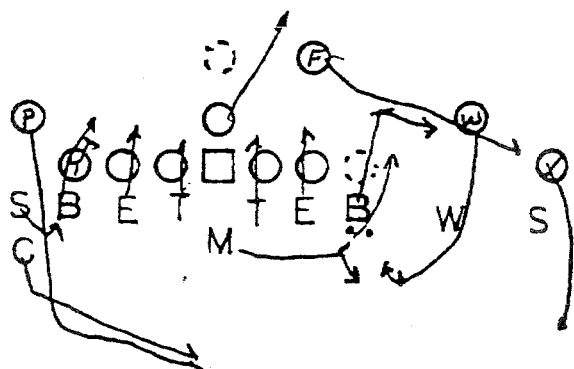


W/S: COVER "X" BOW OUT
WIL: REACT TO GUARD PULL. HELP "B"
CONTAIN QB
MIKE: BOOK CROSSERS. S/S & "Z/C" M/M
SHIFT TO WING KRACK: "FRANK"

UNIVERSAL GL "P"/"Y" FLEX PICK

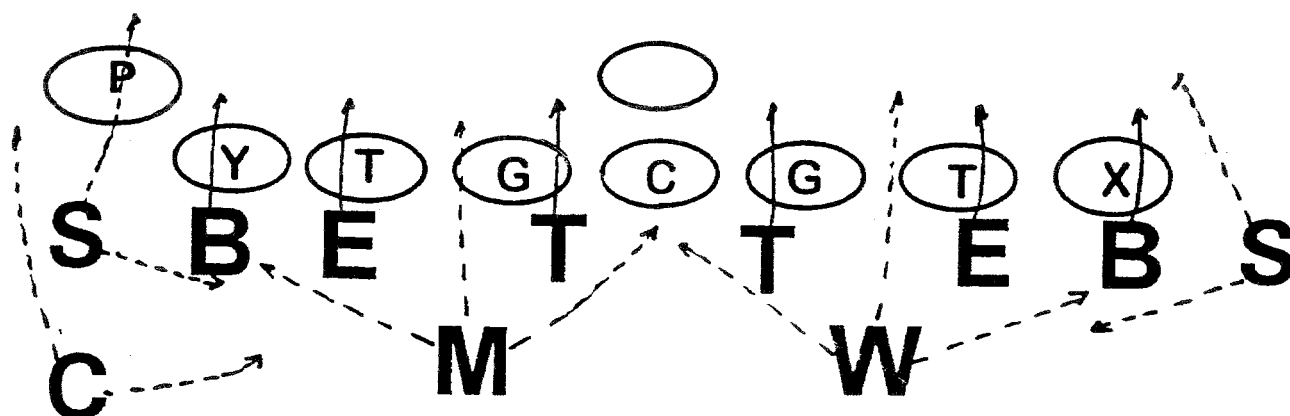


S/S: "Z/C", W/S: M/M
"B" PLAY SPLIT RULE: 2PT. ATTACK #3 ACROSS
L.O.S. COVER ARROW OR WIDE.
MIKE: COVER #3 INSIDE OR FORCE QB
WIL: BOOK TO SCRAMBLE



W/S: M/M SPLIT RECEIVER
WIL: ALIGN INSIDE #2 M/M. PAIR ROCKET BE
ALERT TO ZONE OFF PAIR WITH "Z/C"
"B" PLAY SPLIT RULE: ATTACK #3.
MIKE: COVER #3 INSIDE OR FORCE QB
S/S: M/M: "Z/C" M/M: ROCKET ZONE WITH WIL

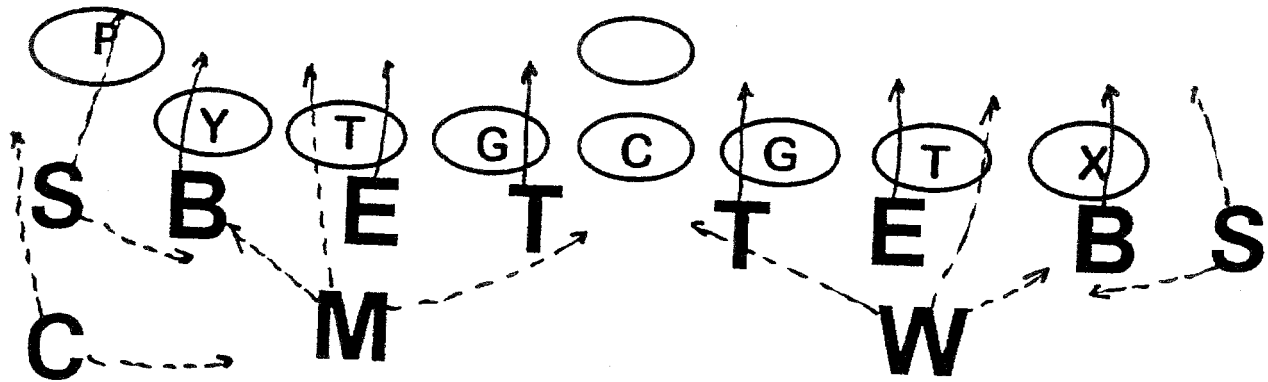
GOALLINE TIN (TACKLES IN)



POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
ENDS	HEAVY 5 TECH.	HEAVY 5 TECH.		OT	GOALLINE 5 TECH.	ATTACK & SQUEEZE	INSIDE RUSH
TACKLES	HEAVY 1 TECH	HEAVY 1 TECH		OG	GOALLINE 1 TECH	ATTACK & SQUEEZE	ATTACK & SQUEEZE
OLB	HEAVY 9 TECH.	HEAVY 9 TECH.	CORNER OR SAFETY	TITE END	HEAVY 9 TECH.	ATTACK & SQUEEZE	CONTAIN
ILB	IN "B" GAP FILL	ATTACK "B" GAP <u>ON LEAD</u>		FLOW OF BACKS	LEAD ATTACK LEAD	ATTACK HEAD OF CENTER	BANJO WITH SAFETY
S/S	ON L.O.S. HEAVY SHADE ON PAIR	READ	SAFETY/ CORNER REPLACE	PAIR AND TRIANGLE	ATTACK PAIR MAINTAIN ALLEY	FALL BACK	BANJO WITH ILB
W/S	ON L.O.S. 2 YDS OUTSIDE	READ	SAFETY	END AND TRIANGLE	CONTAIN	FALL BACK	BANJO WITH ILB
Z-CORNER	OFF L.O.S. ON PAIR	READ	SAFETY / CORNER REPLACE	PAIR AND TRIANGLE	RUN PASS / REPLACE CONTAIN	FALL BACK	M/M ON PAIR

NOTES:

GOALLINE PINCH

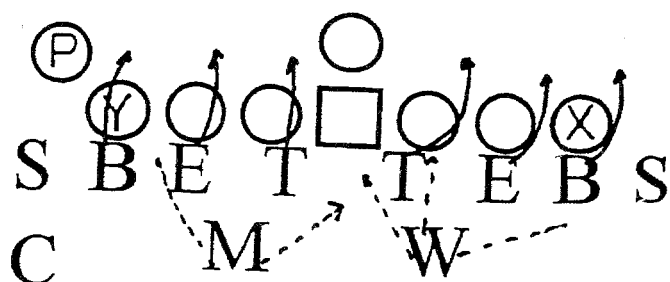


POS	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
ENDS	INSIDE 4 TECH	INSIDE 4 TECH.		OT	GOALLINE 5 TECH.	ATTACK & SQUEEZE	INSIDE RUSH
TACKLES	HEAVY 1 TECH	HEAVY 1 TECH		OG	GOALLINE 1 TECH	ATTACK & SQUEEZE	ATTACK & SQUEEZE
OLB	HEAVY 9 TECH.	HEAVY 9 TECH.	CORNER OR SAFETY	TITE END	HEAVY 9 TECH.	ATTACK & SQUEEZE	CONTAIN
ILB	IN "C" GAP FILL	ATTACK "C" GAP <u>ON LEAD</u>		FLOW OF BACKS	LEAD ATTACK LEAD	ATTACK HEAD OF CENTER	BANJO WITH SAFETY
S/S	ON L.O.S. HEAVY SHADE ON PAIR	READ	SAFETY/ CORNER REPLACE	PAIR AND TRIANGLE	ATTACK PAIR MAINTAIN ALLEY	FALL BACK	BANJO WITH ILB
W/S	ON L.O.S. 2 YDS OUTSIDE	READ	SAFETY	END AND TRIANGLE	CONTAIN	FALL BACK	BANJO WITH ILB
Z-CORNER	OFF L.O.S. ON PAIR	READ	SAFETY / CORNER REPLACE	PAIR AND TRIANGLE	RUN PASS / REPLACE CONTAIN	FALL BACK	M/M ON PAIR

NOTES:

GOALLINE LINE CHARGES AND BLITZES

SLAM (LEFT OR RIGHT)



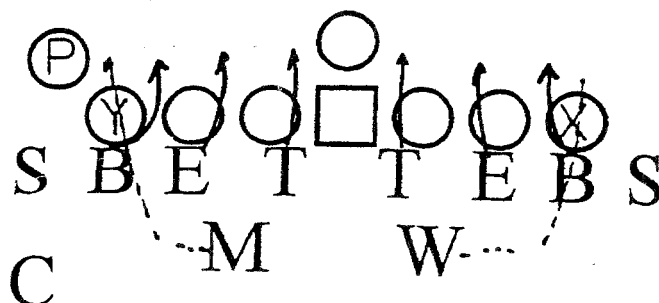
FRONT: ALIGNMENT PINCH

T.E.B - "DIP AND RIP" OUTSIDE GAP TO CALL SIDE.
PLAY PINCH AWAY FROM CALL.

ILB TO CALL HAS "A" GAP FILL ON LEAD.

COMBINATION: TIN/PINCH

GAP

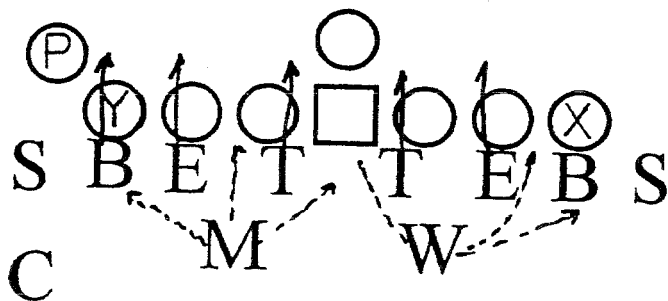


FRONT: ALIGNMENT PINCH

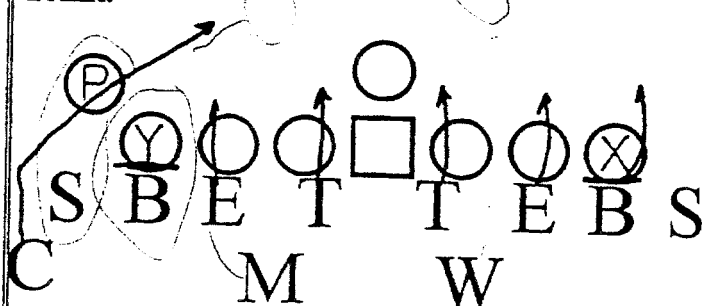
T'S & E'S PLAY PINCH

B'S "DIP & RIP" INSIDE GAP; ILB'S "D" GAP FILL.

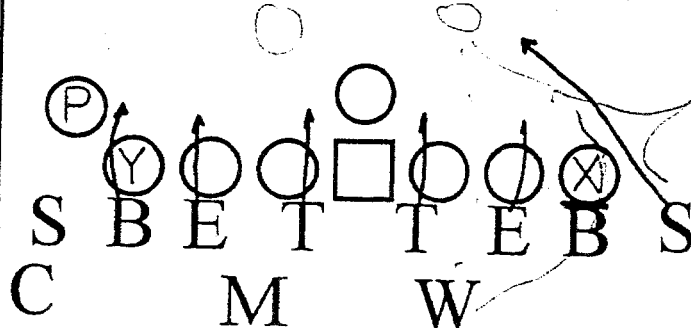
COMBINATION: PINCH/TIN



SPEARS: "Z" CORNER KEY BLITZ OUTSIDE PAIR.



BULLETS: W/S KEY BLITZ OUTSIDE TE.



Z CORNER: KEY BLITZ ON #3, CONTAIN RUN TO.

#1 SPLITS COVER #1, SAFETY BLITZ

SAFETY: COVER #1 M/M

BACKER: COVER TE OR #2 OR #3.

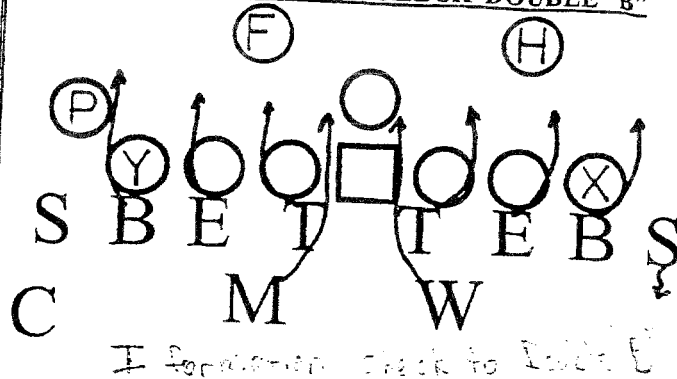
SAFETY: KEY BLITZ ON #2, CONTAIN RUN TO.

#1 SPLITS, COVER #1 BULLETS OFF

BACKER: COVER TE OR #2

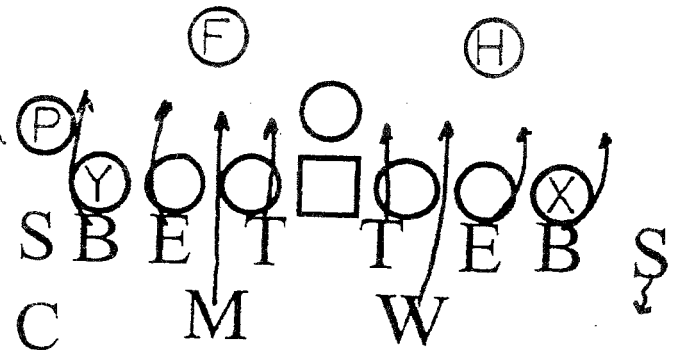
GOALLINE LINE CHARGES AND BLITZES

GOALLINE DOUBLE "A" ALIGN PINCH (C.P. VS. "I" FORMATION. CHECK DOUBLE "B")



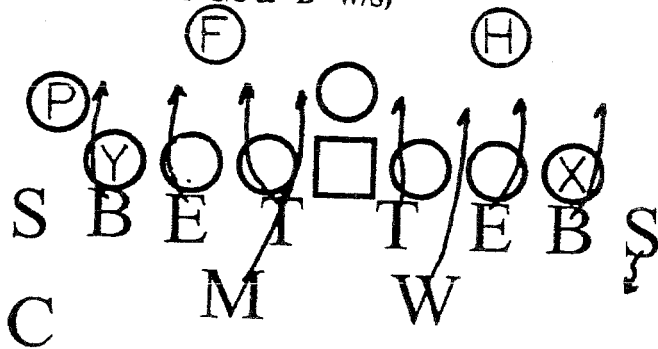
FRONT: ALIGN PINCH. DIP & RIP OUTSIDE GAPS
"B'S" CONTAIN. COVER #3 S/S & #2 W/S M/M
ILB'S: BLITZ "A" GAPS PLAY RUN FIRST
S/S: #1 M/M; "Z/C" #2 M/M; W/S: #1 M/M

GOALLINE DOUBLE "B" ALIGN PINCH



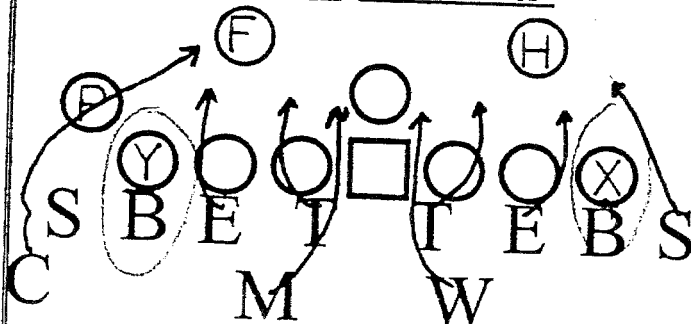
FRONT: ALIGN PINCH. DIP & RIP OUTSIDE GAPS
"T'S": PLAY TIN
"B'S" CONTAIN. COVER #3 S/S & #2 W/S M/M
ILB'S: BLITZ "B" GAPS PLAY RUN FIRST
S/S: #1 M/M; "Z/C" #2 M/M; W/S: #1 M/M

GOALLINE A/B (OR B/A) SPLIT BLITZ (DRAWN AS "A" S/S & "B" W/S)



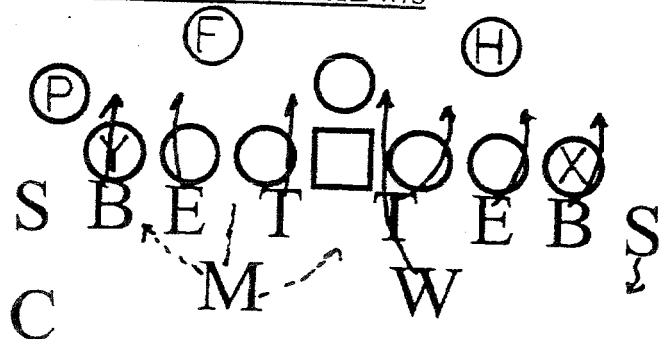
FOLLOW COVERAGE RULES:

BULLETS & SPEARS DOUBLE "A"



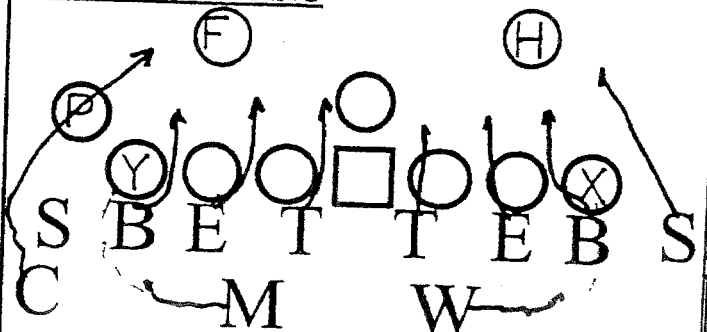
"B'S", "Z/C", S/S & W/S: PLAY BULLETS AND SPEARS
E'S, T'S, & ILB'S: EXECUTE DOUBLE "A"

COMBINATION CALL: TIN/"A" PLAY "TIN" S/S & "A" BLITZ W/S



FOLLOW COVER RULES:

GOALLINE CASINO



T'S, E'S, "B'S": EXECUTE GL GAP'
ILB: FILL "D", COVER TE'S
S/S, W/S, "Z/C": EXECUTE BULLETS AND SPEARS